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Radiant Silvergun

Official Guide Book

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OFFICIAL GUIDEBOOK

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SILVER GUN : 001

test flight 2520 6.20 14:56

asw 700279 n,drive

cstn 000006\34420

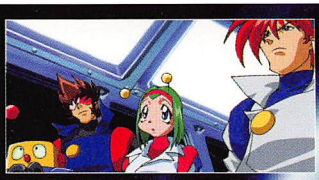
bygt 00867768800,\30047260

s-d none

Radiant Silvergun

Basic Gameplay Overview

The beginning of an epic tale. From basic controls to helpful techniques & data collection. We present to the brave pilots the knowledge necessary to enjoy this game.



Now that it's done···

I've begun to see the reason why we are here.

July 14, 2520 AD 10:35

Inside the space cruiser TETRA, belonging to the Earth Federation,

To receive the scheduled communication, the captain, three test p

ilots, and one robotoid were gathered on the bridge. "The 'object' t

hat was excavated sti hasn't h d its constituent materials

or its intended purpose deciphered..."

July 14, 2520 AD 20:45

At the Earth Federation Forces Science Research Facility, 3rd Research Division

They were proceeding with the investigation of the "object" discovered in a strat

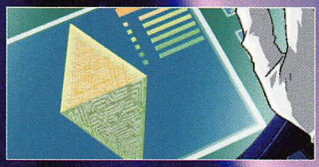
um from before the Common Era.

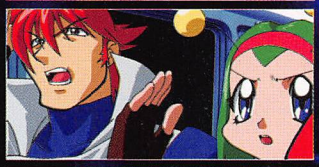
"I don't understand stones at all, what about robot

s?" "T-This is impossible..."

On July 14, 2520 AD, the world was destroyed.

Leaving behind 4 humans and 1 robot...





At that moment, a mysterious flash of light emanates from the stone.

"E-, Emergency line!"

July 14, 2520 AD 21:00

The Earth Federation Forces Central Command is enveloped in roaring sounds and vibrations.

"An explosion has occurred in the Science Research Division 3!"

"Unidentified flying objects confirmed on radar.

CC 8, 16, their numbers are increasing rapidly!!"

"Emergency alert, Level A. All hands, battle stations!" The

alarm blares within the space cruiser TETRA. "Report t

he situation at the base."

"Unidentified flying objects,

are surrounding us!"

The captain silently gazes up at the sky.

"Approaching up to 1200 behind the base, all pilots,

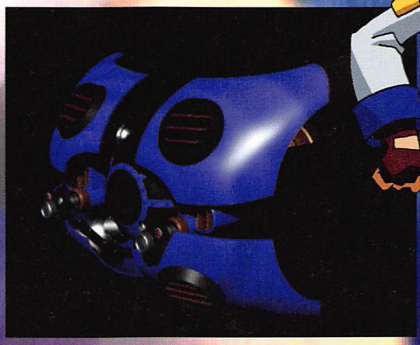
Standby at battle stations until further orders."

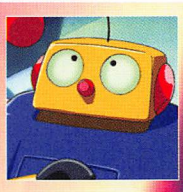
"Roger!"

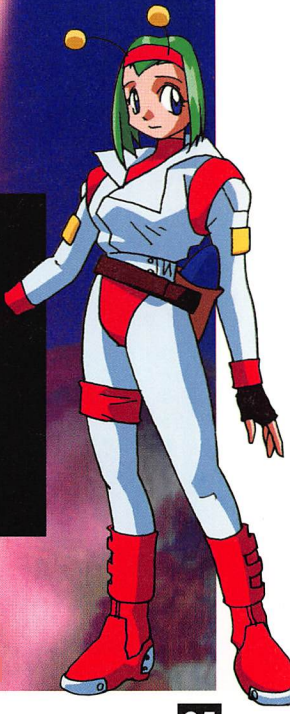
CAST

1P PILOT
Gambino V
astaravich

Commonly known as Buster. An 18-year-old youth assigned as th
e test pilot of the Earth Federation Forces' state-of-the-art aircraf
t, "Radiant Silvergun." He is an optimist and a bit of a goofball,
but his piloting skills are top-notch. He is often thrown off balan
ce by Reana and is always struggling to deal with her.







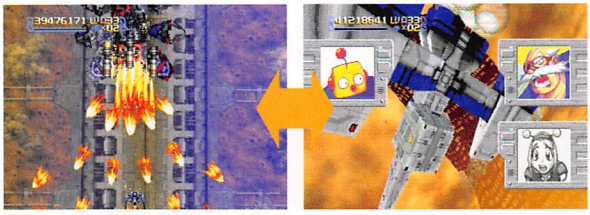
2P PILOT:
Marian Re
anowar

Commonly known as Leana. Like Buster, she is a test pil
ot for "Radiant Silvergun." Although still only 17 years ol
d, she has undergone specialized pilot training since chil
dhood. Perhaps because of this, she is naive, lacks comm
on sense, and is always unintentionally ditzy.

Game Mode Explanation

Differences Between Arcade Mode and Saturn Mode

This game offers two game modes: "Arcade" and "Saturn," each providing a different gameplay experience. What are the unique features of each? Before starting the game, we will thoroughly examine the differences between the two, covering everything from stage composition to other aspects.



ARCADE MODE

As the name suggests, this mode faithfully recreates the arcade version. The experience points required for leveling up and the locations of hidden characters remain unchanged. You can fully demonstrate the skills you honed in the arcade.

1 Unlike the Saturn mode, where you clear all stages with branching paths, the Arcade mode features a branch at the end of Stage 3. This system perfectly replicates the arcade version.

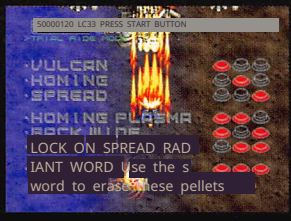
These options appear when clearing a stage. Which will you choose?

2 コンティニューが無制限

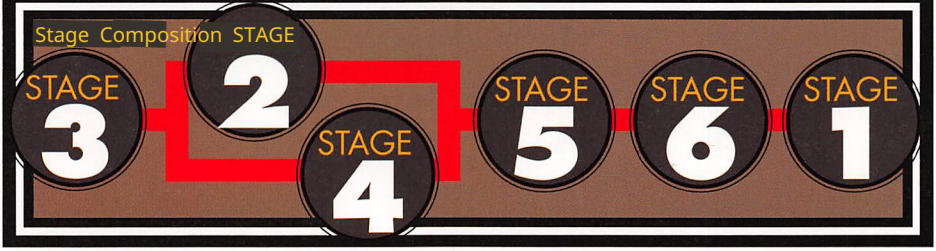
L You can increase credits by pressing a button. There are no particular restrictions, so you can continue infinitely until you clear the game. This is ideal for when you want to practice or enjoy playing simultaneously with two players.

Anyone can clear it by frantically adding credits with the L button!?

3 ・Practice One of the features of the arcade version is the practice mode before starting the game. Moreover, you can not only watch but also control your own ship and experience the feel of playing the arcade version. Be sure to try it when playing the arcade version.



Besides moving your own ship, you can also shoot bullets to check the performance of your weapons.



About the mode settings u sed in this strategy guide

The stage walkthroughs primarily cover Satur n Mode. However, the techniques introduced are based on those developed in the arcade version, so rest assured. The difficulty is set to Normal. See below for other data. GAME MODE: SATURN PLAYER STOCK: 3 | EXTEND TYPE: 1,000,000/5,000,000 POINTS

SATURN MODE: An original mode prepared specific ally for this version. The fundamental gameplay rem ains the same as the Arcade Mode, but additions an d changes have been made to enemy characters, st age configurations, and level-ups.

1 Save Function

In Saturn Mode, a feature has been added that allows you to save and resume your play data. If you save when y ou get a game over and select that data t he next time you start, you can continue pl aying with your weapon levels maintained.

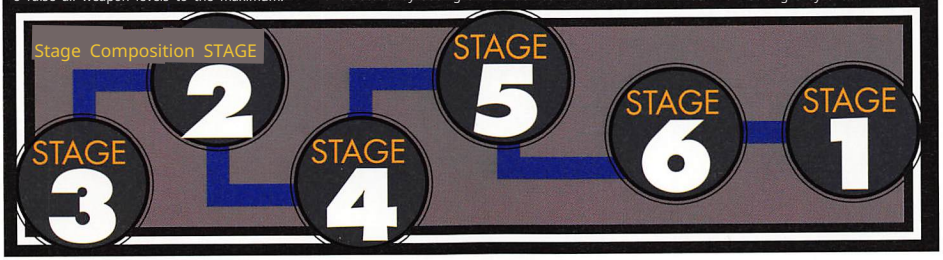
If you play it many times, it's not a dream t o raise all weapon levels to the maximum.

2 Added demo scenes

Highly narrative for a shooting game, even in the arcade version, this game also boasts unparalleled strength. Many bosses, boasting the strength of Satur n, appear, and the long-awaited demo scenes have been inserted into the scene mo de. The number of stages has increased. Players who have fully explored the arcade version will also have new goals to enjoy the interaction between characters. It unf olds at the start of stages and before boss battles.

The grand story and the original bosses that didn't appear in the arcade version can all be understood by seeing all the demos until the end. I wonder how strong they are...?

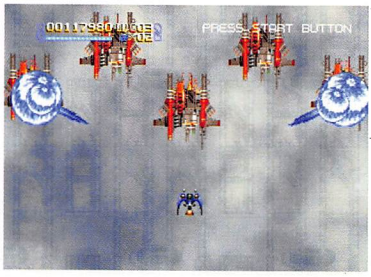
3 More bosses



Basic Technique 1

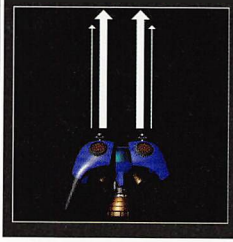
7 Types of Weapons and How to Use Them

The seven types of weapons equipped on the Earth Federation Forces' latest state-of-the-art machine, the "Silvergun." Mastering these weapons is the minimum requirement for clearing the game and, consequently, aiming for a high score. So, in what situations should these weapons be used? Based on the characteristics of the seven weapon types, we will introduce their basic usage. For weapons that require pressing multiple buttons, it is also noted that they are assigned to X, Y, Z, and R in the initial game settings.



It is important to develop a strategy. There is a place where it can be useful. Where to use it, even a difficult-to-use weapon can be useful.

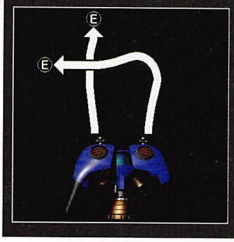
VULCAN LASER ....Vulcan Laser



Forward-firing straight shots with an emphasis on power. Leveling up increases its power, making it easy to defeat tough enemies. As a standard weapon, it can be used in any situation. It is especially effective against enemies with high durability and in boss battles. It's also easy to use when aiming for chain bonuses (described later) because the bullets are neatly separated into single shots.

A

HOMING ....Homing



As the name suggests, homing bullets boast a high hit rate. Their power is the weakest, making them unsuitable for boss battles, but they can be very effective depending on how they are used. Leveling up increases their power and also affects the firing angle limitations of the homing plasma. They are useful for attacking enemies hidden behind obstacles or enemies directly to the side of your ship, which would otherwise be blind spots.

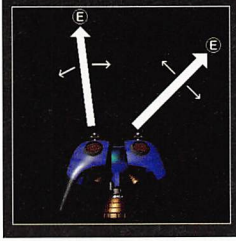
B

SPREAD ....Spread

Spread (Explosive) bullets fired at a 67.5-degree angle to the left and right from the front. The maximum number of bullets that can be fired is 4 in total, left and right, on the screen. Its power is high and effective even in boss battles. The power and speed of the bullets increase with the level-up use button. It also affects the number of wide shot firing directions and the speed of homing spread bullets.

C

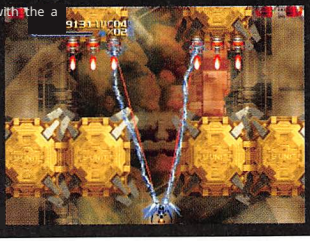
HOMING PLASMA ..... Homing Plasma



Inheriting the homing ability, this is a homing projectile with the a bility to search for enemies. The searchable range expan ds as the homing level increases. Although its attack po wer is weak, you can fire up to 2 by continuously shooti ng the same enemy depending on the button used.

A + B

The power increas es up to double. I t can also penetra te walls to attack.



BACK WIDE ..... Back Wide

A wide-angle shot mainly for attacking the rear. It scatter s bullets in one direction forward and three directions b ackward. Because the attack power is divided by the nu mber of directions, the power is weak even when leveled up. Used when tu or during a ch-

A + C

It seems to have l imited use other t han aiming for ch ain bonuses.

HOMING SPREAD ..... Homing Spread

Locks onto enemies within range and fires homing missiles th at only attack marked targets. These missiles ignore terrain a nd even enemies to ensure a hit, detonating on impact and d ealing damage with the resulting blast. By the way, the butto n for using the blast secret.

B + C

Be careful whe n using it, as i t is affected by bonuses.

RADIANT SWORD ..... Radiant Sword

A special weapon that attacks enemies with a sword of light. After auto matically rotating once, the sword is released to face the opposite dire ction of the directional key. It has the effect of erasing pink bullets, an d after erasing about 10 bullets, the Hyper Sword can be activated. Activ ation buttons

A + B + C

Basic Technique 2

About Bonuses

The one who masters bonuses, masters the high score

The real thrill of shooting games, not just this one, is "aiming for a high score." For that, scoring methods (bonuses) supported by special techniques that you can never pull off in normal play are essential. Of course, "Radiant Silvergun" also has many bonuses. How many types are there, and how can you achieve them? Here, we've compiled all the bonuses, including secret ones, along with their conditions.

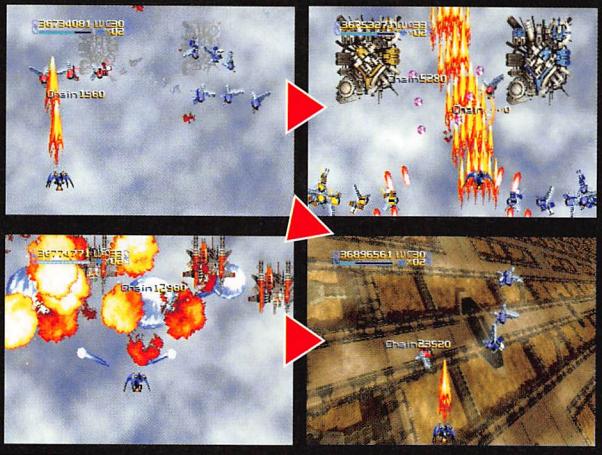
If you properly acquire bonuses, a score exceeding 10,000,000 isn't just a dream.

The score you achieve directly leads to an increase in your weapon levels. This is a useful element for progressing through the game more easily.

Chain Bonus

The enemy characters in this game come in three colors: red, blue, and yellow. This color-coding isn't just for show; you can earn bonuses by defeating enemies in a specific order. The diagram on the right illustrates this rule. Basically, you earn points by continuously defeating enemies of the same color (chain bonus).

Additionally, as an exception, even if you defeat red, blue, and yellow enemies and then defeat yellow enemies consecutively, this will add to the secret chain. This is called a secret chain in the stage, and you can earn points more efficiently than with a normal chain. One chain bonus can add up to a maximum of 100,000.



HIGHEST ..... 100,000 POINTS

Grazing Bonus

The bonus you get when enemy bullets or the environment graze your ship is called a graze bonus. The score is a flat 10 points regardless of where you graze, and the score continues to increase as long as you are grazing. Of course, getting too close results in a miss. The points (experience) earned from this bonus are evenly distributed among weapons A, B, and C.

Merry the dog

A hidden character appears when you shoot a bullet at a certain point on the stage. The bonus you get from this is "Merry the Dog." However, you can't use just any weapon to make her appear; it has to be the B+C homing spread. By the way, there are apparently three different color variations of Merry, and they are all female...

Just making Merry appear gets you points. Refer to the stage walkthrough later for detailed appearance locations. Aim for complete domination!

Yellow Merry, Red Merry, Blue Merry. They move with the scrolling. They act on their own. They stick to you for a certain period. They move around freely. They disappear when hit.

Weapon Bonus

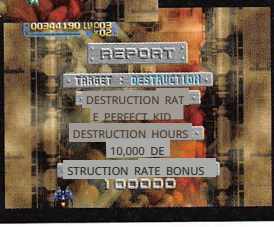
This refers to the bonus gained by using the seven weapon types in a special way. The conditions vary slightly depending on the weapon, but continuous use is generally required. On stages where enemy attacks are not intense, you'll want to actively aim for this. In particular, there are many conditions that require you to use a weapon for ○ seconds or more, so it is effective to aim for this during battles with tough enemies or bosses. Conversely, a unique characteristic is that it becomes more difficult to acquire as you level up the weapon too much.

Vulcan Laser:	Achieved by landing 200 consecutive hits with the main central shot. Attacks on terrain are not counted.
Homing:	Achieved with 300 hits under the same conditions as the
Vulcan Laser. Spread:	Land 16 hits without detonating. Ho
ming Plasma:	Hit an enemy for 10 seconds.
Wide Shot:	Achieve 300 hits without a gap of more than 2 seconds. Do not switch to other weapons mid-Homing Spread, and hit with the explosion for 15 seconds. However, this is the time per shot, so if two shots hit simultaneously, it's 7.5 seconds.
Radiant Sword:	Without switching to other weapons midway, keep hitting the enemy (or enemies) for 5 seconds or more.

Boss Destruction Rate Bonus: The bosses that appear in this game are composed of several parts, and each part is destroyed when attacked. Naturally, it is possible to destroy all the parts before destroying the main body, and the points earned at this time are the Boss Destruction Rate Bonus. The score is 500 points for each 1% destruction rate, and when it reaches 100%, all points are doubled.

Each part has a durability value, and it will be destroyed if that value is exceeded. The destruction rate is determined by the number of parts destroyed.

The minimum drop rate for boss parts is 2%. It varies depending on the opponent, but many parts have a drop rate that is a multiple of 5%. Refer to the stage攻略 page for detailed numbers.

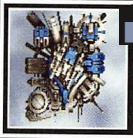


Data Collection 1: Enemy Character List

Regarding the enemy characters' durability and score, they are both an enjoyment and an obstacle in the game. Durability 1 = 1 shot from a l evel 0 Vulcan. Here, we have compiled the durability and scores for all e nemy characters, excluding bosses. Note that unlike the universal score, the measurement differs depending on the 7 types of weapons. Durabilit y is calculated based on the level 0 Vulcan laser. [illegible] at come in pairs) is counted as one point of dur[illegible]

BELO ..... BELM Du

rability: 2 Points: 40 This is the first enemy that appears. Naturally, its d urability is low, and it can be easily defeated. Aim to defeat it with a chain combo.



BERTH-B Berth Large

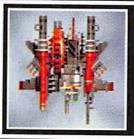
Durability: 80, Score: 200

A large aircraft that appears early in the game, characterize d by its gun emplacements. One each appears in red, blue, and yellow color variations.

BERTH-S Small Berth

Durability: 60 Points: 200

It's a smaller version of the Barth, sharing the same basic structure. Its score and durability are less than the large r version. It appears in areas 3E and 2A.



GUN7 ..... Gunner

Durability: 10, Score: 80

A small fry enemy that appears right before A KA-0. It has decent durability, but its moveme nts are simple. It just comes straight at you.

Old Earth Federation Forces fighter.

Durability: 1, Score: 30

Although their durability is low, they fly in formation. Nine of them appear from the left and right at the beginning of 3B, and they appear through a passage at the beginning of 3C.

Feather Turret

Durability: 9, Score: 50

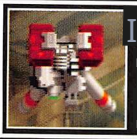
A pink bullet-firing turret. This attack ca n be nullified with the Radiant Sword. It s durability is relatively low.

O-LIN-DA ・・・Marulinda Durability・・・ 50 or 150 Points… 100 | A round, plat form-like enemy that appears early in 3B. The ones with many turrets that appear i n 2E have higher scores.

Laser Turret

Durability: 19, Score: 50

A weapon fixed to the terrain that appears from 3B onwards. As the name suggests, it attacks by f iring lasers from the turret.



IMA9NO Makuno

Durability…30 Points・・・ 100

Appears with Birth Dai after defeating OLINDA in 3B. It can switch betwee n three types of gun barrels.

KIKA ..... ・Kika

Durability: 180r25 Points: 100 or 1000 Appears af ter MA9NO, 3 units appear. A troublesome enemy that scatters a large number of bullets. It also has high durability, making it annoying.

O-ZA ..... REZA

Durability: 20 Points: 50

Appears right before the boss of 3B. It waits behin d hatches that open to the left and right. Its durabi lity is relatively low, so A+B attacks are effective.

WING ..... ウイング

Durability: 48 Points: 100

3 units appear at the beginning of 3C. It has the shape of a stealth fighter. It is a formidable enemy with cons iderably high durability.

Gun Battery Battleship

Durability: 450, Score: Appears after 100 WING. A battleship with many gun batteries. Its durabili ty is as high as a boss's. By the way, each gun battery has a durability of 20 and a score of 100.

TAKO ····· Octopus

Durability···30 Points · · · 100

Appears midway through 3C. Tries to pinch you with its own hands (?). Its durability is moderate, but you won't have a hard time if your level is high enough.

2SE ····· Fake

Durability: 500 Points: 300 Same Turret Pink Bullet: 300/300 Same Turret Laser Bullet: 200/200 A giant enemy that appears in 2E. Proportional to its size, its durability is as high as a boss. Its main attack is a sunflower-like barrage from its main gun. Also, the turrets attached have high durability but low points, making them unsuitable for score hunting. It's better to defeat it quickly without thinking about unnecessary things.

O8DO ····· Oyado

Durability: 50 Points: 100 Appears midway through 4A. It opens its hatch and launches BEL-6. If it's annoying, you can just destroy it as soon as it appears.

SUPER BLADE ····· Taba

Durability: 40, Score: 500

If you defeat the red enemy first in the Stage 6 boss fight, it will appear with three BEL-6 units. Its durability is low, but the score is high.

SAKA-7 ····· Fish

Durability: 200, Score: 1004C. A large enemy that appears midway. Its durability is as high as a boss. It suddenly appears from the left and right, scattering bullets. After defeating it, the same enemy appears again in a different color.

30PRESS START. It's an annoying enemy that doesn't give many points and isn't useful for score boosting. You'll want to defeat it quickly.

NO-3 ····· Flea

Durability: 20 or 10, Score: 10

Appears as part of the terrain in 4E. A small, round, turret-like enemy. In Stage 5A, it moves along the terrain while attacking.

18GANE Hagane (Steel)

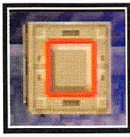
Durability: 2, Score: 301

An armored enemy appearing in 3D2D. It cannot be defeated while wearing armor, regardless of weapon power.

33KO ····· Misako

Durability: 20 Points: 100

A small enemy appearing at the beginning of 4A, carrying two missiles. Incidentally, these missiles have a durability of 80 and are worth 0 points.



KO84 ····· KOWASHI

Durability: 12 Points: 30

A box set in the terrain of Area 4A. The mobile KO84 type has a slightly lower durability of 10.

IBLADE Blade

Durability: 55 Points: 100

A common enemy appearing in areas like 4B. It moves while extending laser blades to the left and right. Be careful due to its wide attack range!

IB-WIN Beewin

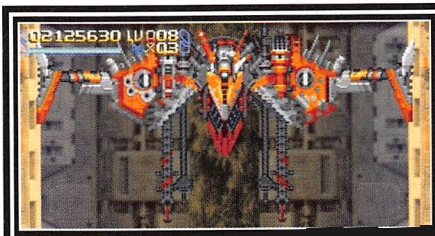
Durability: 14, Score: 100

Appears in formations of 5-6 units in the latter half of the electromagnetic zone in 4B. They will flee once their vertical coordinate is somewhat close to the player's aircraft.

82ME ····· Yatsume

Durability: 60 Points: 100

Appears slightly before SAKA-7. Approaches from the left and right, scattering green bullets over a wide area. It's somewhat large and has high durability.



CRAB ····· Crab: A giant enemy appearing in 4E.

As the name suggests, it moves horizontally.

Durability: 500, Score: 0... Yes. The score is 0.

Power and Level of Each Weapon

About Leveling Up

Here, we present data on the power of the 7 weapon types and the experience points required for leveling up. Please refer to the following formula for calculating weapon power.

(Weapon Power Base Value) + (Weapon Power Base Value) + 10
× Weapon Level (Average of pressed buttons)
= Weapon Power (Maximum 430)

VALCAN LASER

Weapon power base value: 10

Shooting score: Firing angle widens with 2 level ups. Unlike other shots, shooting score is calculated for each frame.

HOMING

Base Weapon Power Value 100

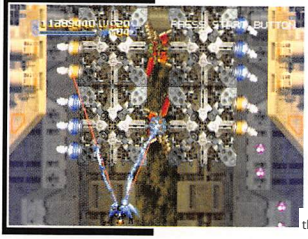
Shooting score: Shot power increases with every 10 level increase. Bonuses such as additional support bullets and a larger hit box are added.

SPREAD

Weapon power base value: 80

Shooting score: 10. The number of bullets increases when the spread level reaches 8 and 24. The hit detection area expands slightly as the Vulcan level increases.

HOMING PLASMA



Weapon power base value: 60

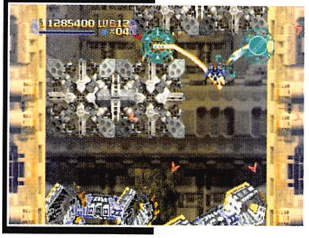
Shooting score: Shot power increases with every 10 level increase, and the hit box becomes larger. Weapon power value is lower than Vulcan.

BACK WIDE

Weapon power base value: 10

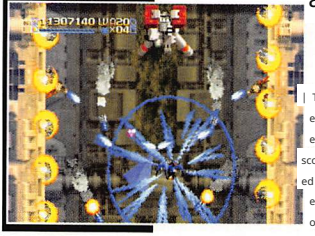
Shot Power: The lock-on range increases as the homing level goes up. The number of bullets increases every 5 levels of the spread.

HOMING SPREAD Weapon Power Base Value: 20



Shot Count: Power increases with each level up to 50, and the hit detection area becomes larger. After spreading, the shot count is 1 per frame.

RADIANT SWORD Weapon Power: Base value 100



Shooting Score 3 | The power of each weapon increases as it levels up. | Shooting score is basically awarded every frame, and the score decreases if you don't move.

Experience points (score) required to level up

ARCADE MODE

Level	Experience Points (Score)
1	25,000
2	50000
3	100000
4	150000
5	200000
6	300000
7	400000
8	500000
9	600000
10	700000
11	800000
12	900000
13	1000000
14	1200000
15	1400000
16	1600000
17	1800000
18	2000000
19	2200000
20	2400000
21	2600000
22	2800000
23	3000000
24	3200000
25	3400000
26	3600000
27	3800000
28	4000000
29	4200000
30	4400000
31	4600000
32	4800000
33	5000000
34	32,480,000,033
35	50,000,000

SATURN MODE

Level	Experience Points (Score)
1	25000
2	50000
3	100000
4	150000
5	200000
6	300000
7	400000
8	500000
9	600000
10	700000
11	1500000
12	1800000
13	2100000
14	2400000
15	2700000
16	3000000
17	3400000
18	3800000
19	4200000
20	4600000
21	5000000
22	5500000
23	6500000
24	7000000
25	7500000
26	8000000
27	8500000
28	9000000
29	10000000
30	11000000
31	12000000
32	13000000
33	14000000
34	34,150,000,000

* Levels start from 0 and increase sequentially.

How to Aim for Chain Bonuses

You can't discuss "Radiant Silvergun" without mastering chain bonuses. Some people clear the entire game and are satisfied with just that, stopping there. There's nothing inherently wrong with that, but something feels off.

Why do chain bonuses and other scoring techniques exist in this game? Those who confront and accept this fact head-on will surely begin their journey to high scores.

Here, we will introduce chain bonus techniques for those who are on (or have started) such a path.

1 Frequently Use Single Shots with Weapon A

The most important thing to keep in mind when aiming for chains is not to defeat enemies of colors other than the one you are targeting. This may seem obvious, but people playing the Saturn version with a gamepad are surprisingly prone to making this mistake. This is because it is difficult to fire Weapon A in single shots. To avoid this, we recommend using the single-stick control for Weapon A in such cases, as single shots are essential.

2

Techniques for Chain Bonus Aiming for Higher Scores

The chain is judged in units of three enemies. Therefore, if there are a multiple of 3 plus 2 red enemies, the last two will not be counted in the chain. If these two enemies were worth a lot of points... In such cases, you can adjust the score by letting two low-scoring enemies escape along the way.

In the case of Stage 3C, if you let two fighters escape here, it will lead to the last Verse.

List of Enemy Units by Color for Each Stage

Stage Name	Red	Blue	Yellow
ZA3B	37	2	13
3C3	77	822,	7
D 48	59	223,	6
3E		627	24
	54		23
2A	33	4	20
2B	6	9	12
2C	50	44	15
2D	60	0	18
2E	66	40	13
4A	83	37	35
4B	59	19	6
4C	79	87	12
4D	37	29	29
4E	121	55	48
5A	360	267	179

Chain Bonus Calculation Formula

If the enemy's score is 100, the number of chain formations is A, and the cumulative enemy score is B, then for the first 3 units: A (1) x (100 + 100 + 100) = 300 points.

For the next 3 units: A (2) x (300 + 100 + 100 + 100) = 1200 points. The maximum value of A is 10, and the maximum value of B is 10,000.

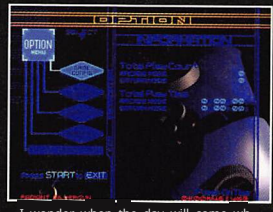
The maximum chain score is 100,000 points.

In the case of a secret, B is calculated as 10,000 points from the beginning.

Extras

Rules for Clearing the Game and Increasing Options

For this home console port, it's possible to play with hidden settings not found in the arcade version. However, these settings can only be used after fulfilling certain conditions, such as completing the game entirely.



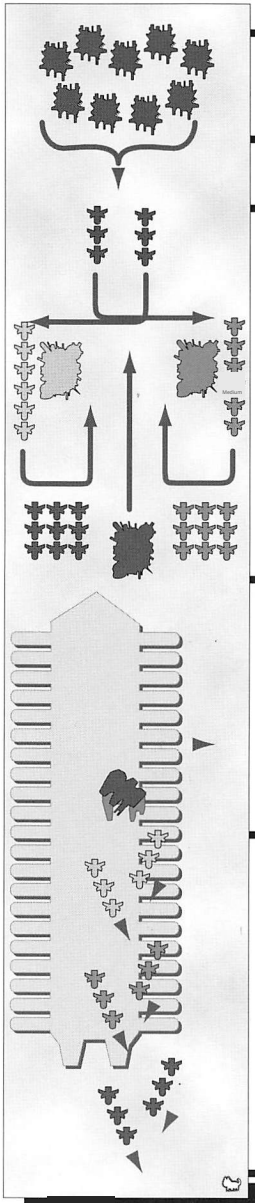
I wonder when the day will come when this screen displays "OPTION+"...

Stage Walkthrough

The warrior, having lost the homeland to which he should return, grips the control stick towards hope. Here are strategies for each stage to convey to y ou as you face harsh death lines. It is advice filled with a prayer for life.

STAGE-3A RETURN

2521A.D. 7.13 10:50
descent point: the suburbs y5-ward

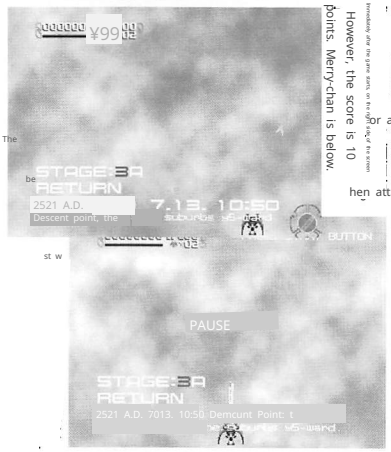


Stage Overview

As this is the first area, the difficulty of attacks is low, and there are n o terrain features that require special attention. Here, players should lea rn the techniques necessary to conquer this game, such as chain combos and how to use the Radiant Sword.

Target Score ····· 310,000 Pts

POINT: G[A] Merry and the secret bonus



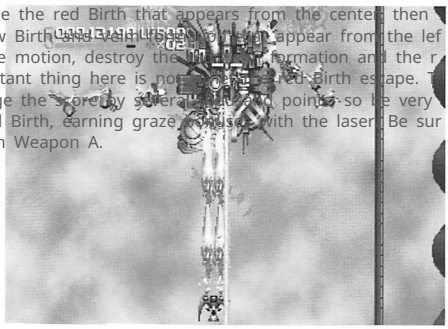
points. Merry-chan is below. However, the score is 10

In this stage, we aim for the Red → Blue → Yellow secret, so we prepa re by defeating the Velm squadrons that appear with 6 units of each col or at the beginning. First, after destroying all the red squadrons, only destroy 1 unit of the next blue squadron, t hen attack the yellow squadron.

This is where the secret c hain begins. At this point, you'll want to charge t he Sword gauge to MAX, if possible, using the pink bullets fired from the re d and yellow formations. Otherwise, it will be extre mely difficult to aim for a perfect score in the boss battle.

ay to defeat them. Ready your sword this location. For the first formation of red Belm, POINT: From yellow chain to red chain.

Here, first damage the red Birth that appears from the center, then annihilate the yellow Birth and Velm [illegible] appear from the lef t. Then, in the same motion, destroy the [illegible] formation and the r ed Birth. The important thing here is not [illegible] red Birth es cape. T his alone can change the score by several [illegible] points, so be very careful with the red Birth, earning graze [illegible] with the laser. Be sur e to damage it with Weapon A.



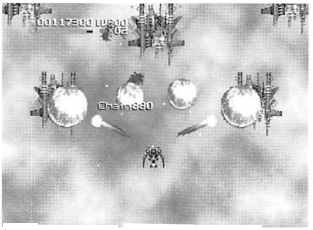
て

How to View Colors:
赤 Blue Yellow: Appearing Enemies

キャラ ベルム バース ガンナー ガレぬん

POINT: Defeat the Gunners with Weapon C

For the final formation of 9 Gunners that appear, position your own ship near the center of the screen and use Weapon C to attack simultaneously on both sides. As is the case in other situations, Weapon C is very effective against enemy formations that appear in this symmetrical left-right arrangement.

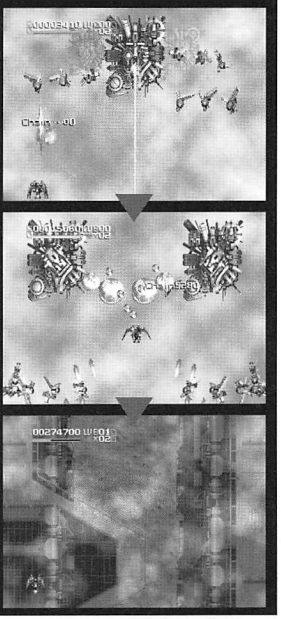


Moreover, when doing this, press and hold the C button...

By attacking continuously, Weapon

You can also get bonuses. However, here in front, it's safer to deal with enemies by firing weapons other than Weapon C in bursts. If you attack, it's difficult to wipe out all enemy planes.

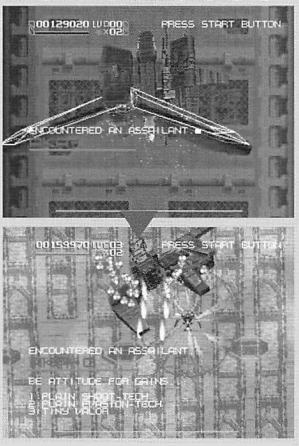
Regarding the red bonus pattern, aiming for a bonus with only reds from the first Belm is easier than the yellow pattern, and a score of over 270,000 can be achieved. It's a beginner-friendly pattern.



STAGE BOSS AKA-0

This boss has low durability and is very easy to defeat. However, aiming for a perfect bonus is difficult because of this. The time until self-destruction is also extremely short, so use the Hyper Sword, which should be at MAX from midway through the stage, to defeat it as quickly as possible.

DESTRUCTION BONUS 5000



Use the Hyper Sword at the same time as the boss's judgment occurs, then absorb the pink bullets and defeat it with the second Hyper Sword.

AKA-0 Scoring Table

Part Location	Durability	Destruction Rate
Bottom Right 1	8	5%
Bottom Right 2 B	7	5%
ottom Left T	15	10%
op Right To	30	10%
p Left	30	10%
Main Can	50	30%
non Body	55	30%

*Each part is worth 10,000 points.

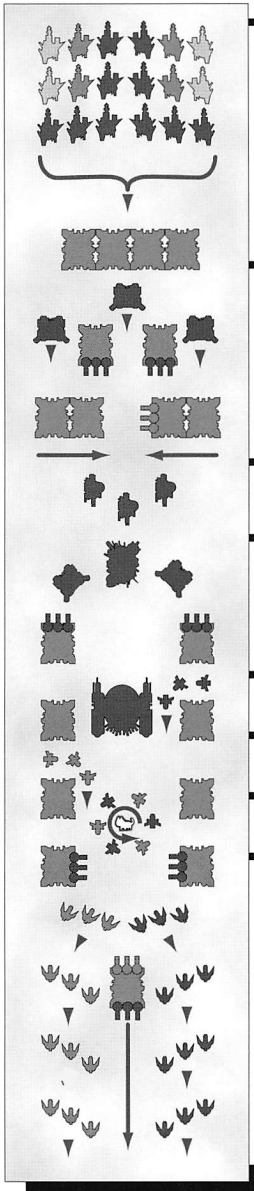
Defeat the boss quickly to trigger the appearance of the Velm squadron.

If you defeat the boss quickly, formations of red and blue Belm will appear up to two times each (6 red, 6 blue). By continuing the red chain from before the boss battle, it's possible to exceed a score of 300,000.

STAGE-3B RETURN

2521A.D. 7.13 11:00

Descent point: The U3-ward suburbs

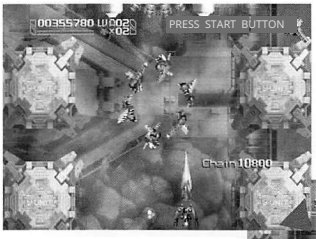


Stage Overview

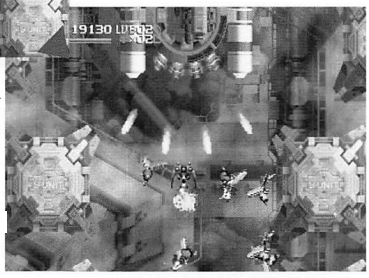
This is the first stage where terrain and obstacles that cause a miss upon contact appear. In this aspect, it's necessary to memorize the terrain and enemy placements to establish a reliable strategy. Also, since many red enemy formations appear here, you'll be focusing your chains on red enemies only.

Target Score ····· ....1,050,000 Points

POINT A: Merry-chan in the Rotating Velm



In this Velm formation area, destroy only the red ones by firing Weapon A in single shots, then enter inside them. After that, by firing Weapons B+C for just a moment in the center, it becomes possible to make Merry-chan (50,000 points) appear here.

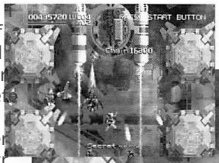


First, destroy these three red Velm ships using Weapon A's single shot. Make sure not to use rapid fire here under any circumstances.

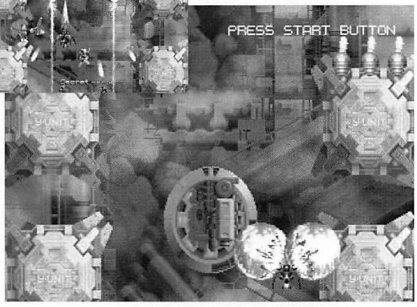
Use Weapon B+C in this section, but be careful not to aim at the surrounding blue Velm ships. Press B+C for just a moment.

POINT: Destroy large turrets by dismantling them

This large turret is a combination of 4 laser turrets and 2 laser cannons for Marlinda. When detaching it, the key is to destroy the other turrets before destroying Marlinda itself. This is because if you destroy Marlinda while leaving the turrets intact, you will not receive the bonus for those turrets.



As shown, destroy the surrounding parts while leaving only the Marlinda body, and then attack the body last.

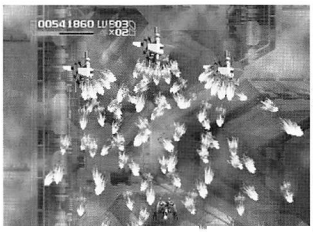


Enemy Characters Appearing

POINT: Seal Kika's attacks and prevent it from firing bullets.

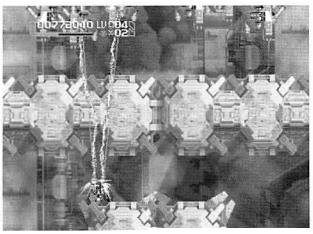
The three Kika units that appear at this point fire a massive number of bullets, as if to fill the entire screen. Moreover, these bullets are not pink, so they cannot be erased with the Radiant Sword.

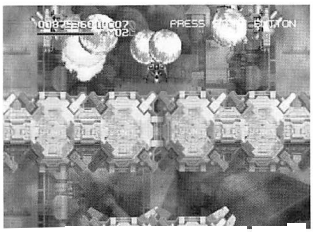
Here, it's best to destroy Kika before she can shoot at you. Move your ship to the top of the screen before Kika appears, and take her down as soon as she's visible. If you do that, you should have little to worry about in terms of being shot.



As you can see, the normal Kika fires bullets as if to cover the entire screen, but if you defeat Kika at the top of the screen, the number of bullets you'll be shot with will be limited to this amount.

POINT D Break through the final wall and get the chain bonus.

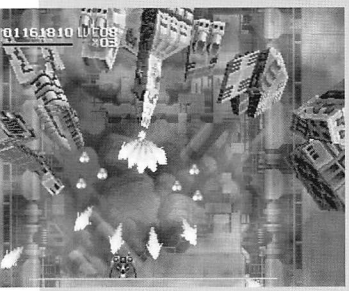




The final towering wall zone opens after a certain amount of time, but if you defeat the red Lezer with weapons A+B by this point, it will be easier after passing the wall. If you can use the Hyper Sword at this point, it's also a good method to use its invincibility time to cross the wall before it opens. After that, after annihilating all the red Lezers, destroy only one blue Lezer, and then aim for the yellow Lezers to get a chain bonus of 20,000 points.

When using Weapon A+B from under the wall, if the Hyper Sword is available, be careful not to accidentally attack the blue laser here. Weapon C can be used to defeat the red laser.

STAGE BOSS MIKA-L



DESTRUCTION BONUS 10000

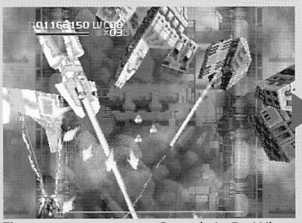
Destroy that pink bullet pod

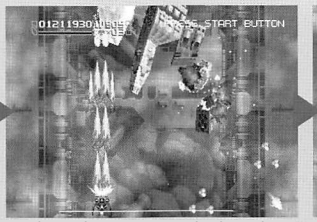
MIKA-L Score Table

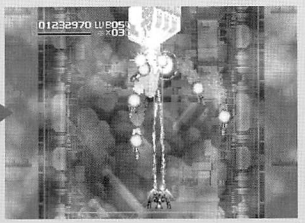
Parts Location	Durability	Destruction Rate
Main Body Cannon	280	40%
Left and Right Laser Turrets	160	10%×2
Left and right spiky bullet turrets, left and right pink bullet pods	180	10%×2
	80	10%×2

*Each part scores 10,000 points.

Since this boss has parts spread out on the left and right sides of the screen, you won't have much trouble if you attack while using weapon C. However, when attacking the main body, forgetting this will cause you to miss the perfect bonus. You'll miss out on the perfect bonus.







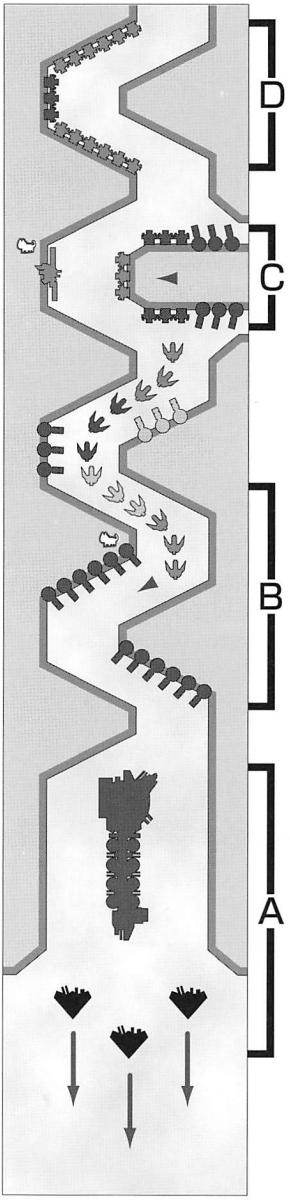
First, use weapons C and A+B. When attacking the parts attached to the main body, destroy all the parts first, then attack the main body. Try not to hit the body with too many bullets.

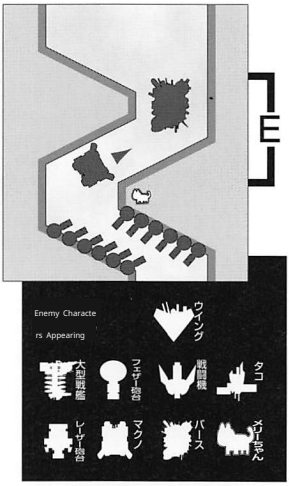
STAGE-3C

RETURN

2521A.D. 7.13 11:18

Descent point: The suburbs, rightward.





Stage Overview

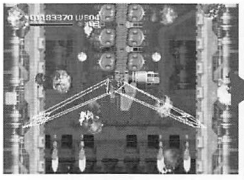
As you can see, this stage features narrow terrain with numerous gun emplacements. More than in the previous 3B, it's crucial to memorize the terrain and enemy placements here. Furthermore, this stage incorporates almost all the important aspects for攻略 (capturing/beating) this game, such as judging the timing of enemy shots and chain bonus techniques. When you can play this stage perfectly, you're on the verge of clearing the game. Target score: 700,000 points.

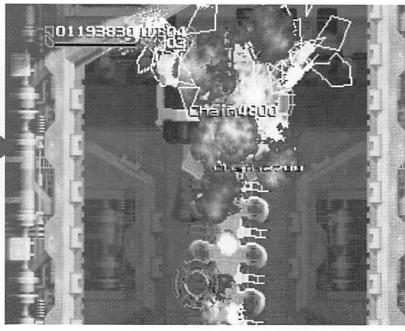
A

POINT: Destroy gun emplacement battleships with the Hyper Sword.

In this stage, I'm aiming for the red chain, so the large battleship that appears here must be sunk without fail. Use the Hyper Sword prepared in the previous 3B to destroy this battleship, along with its gun emplacements. It's effective to overlap your own ship with the battleship.

Defeat the three wings that appear in front of the battleship by repeatedly firing Weapon C from the side. It's also possible with B+C.





Use the Hyper Sword with the battleship and defeat it by ramming straight into it. Don't forget to swing your own ship left and right at this time to destroy the gun emplacements.

POINT B: Merry-chan and fighter squadron appear

When you try to spawn Merry-chan, blue fighters will appear from above at that very moment, making it very likely that you'll destroy them. To prevent this, in the narrow passage just before where red gun emplacements are lined up, stick your ship as close to the top of the screen as possible, destroy the red gun emplacements while repeatedly using Weapon C, and as you approach the moment Merry-chan appears, widen the aim of Weapons B+C. Then, when Merry-chan reacts to the aim, immediately release the B+C buttons to spawn Merry-chan without destroying the blue fighters.

In this red turret area, stick to the upper part of the screen like this to attack the turrets. Proceed with the intention of taking them down before they can fire at you, without fear of death.

Once you get here, prepare weapons B+C. After confirming Merry-chan's lock-on here, immediately release the B+C buttons.

Success is achieved when you reach this state. After that, maneuver your own ship into the gap between the blue fighter and the wall, and wait for the red fighter to arrive.

POINT B2: Let the enemy aircraft escape to adjust the score. POINT B-2: Let the enemy aircraft escape.

Similarly, at this point B, in addition to the blue fighter mentioned earlier, three red and three yellow fighters will appear. Here, you want to avoid destroying all three red fighters, leaving only one. This is a technique that utilizes the chain bonus, which occurs in units of three. Since this fighter has a low score, it's better to leave two alive for the final Makuno fight than to destroy them here.

Here, defeating the Verse by single-shot firing of Weapon A at the red enemy, and slipping through the space between the wall and the fighter squadron, yields a higher chain bonus for destroying one of the available enemies. Then, head towards the red turret on the left.

POINT: About the red turrets around the moving terrain

Here, the terrain that juts out from the right side of the screen has 12 red turrets installed. Destroy the turrets at the bottom of this terrain with rapid-fire Weapon A or C before they can fire at you, and snipe the turrets at the top from below the terrain with Weapon A+B. Furthermore, around this area, Merry-chan is hidden in the wall on the left.

If you try to make Merry-chan appear with Weapon B+C, you will almost certainly target the octopus nearby, but don't worry, this octopus cannot be defeated with one shot of B+C. However, if it gets hit twice, there's no guarantee depending on your weapon level.

Here, if you use weapons B+C

Right blue cannon

First, wait for the red turrets to appear in this position. If you destroy all of these turrets, Weapon A is optimal here. If you leave the upper turrets, quickly go up and aim at the upper turrets with Weapon A+B. Circle around and destroy them with Weapon A+C.

POINT: Dpoint attack with Weapon C

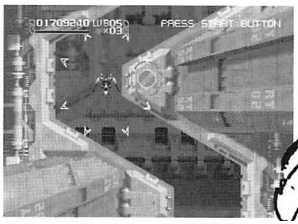
For long-range attacks, start Weapon C from here.

When attacking the red turret on the left side of t his point, the key is to decide where to attack from within the blue laser turret zone blocking the way. Th ese blue laser turrets fire lasers at regular intervals, s o you can either approach the re d turret quickly and defeat it, or use Weapon C i n front of the bl ue turrets for a long-range attack . It's best to play it safe here and go with a long-range attack.

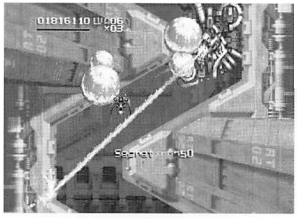
E

the button the moment the g s the turret. Keep pressing to attack the red turret. Be careful of the rotating laser from the Birth.

After passing through the final red turre t area, a red Verse awaits near the exit of the passage. This Verse fires rotating lase rs, so don't let your guard down and get hit. Note that if you stick close to the fina l wall, these lasers won't hit you. After tha t, defeat the Makno that appears from be hind with Weapon A+C, and then you'll be in a battle with the boss.



No-chest is hiding. To the right of the red weapon turret area, Merry Small Red Summon it with Bomb B+C



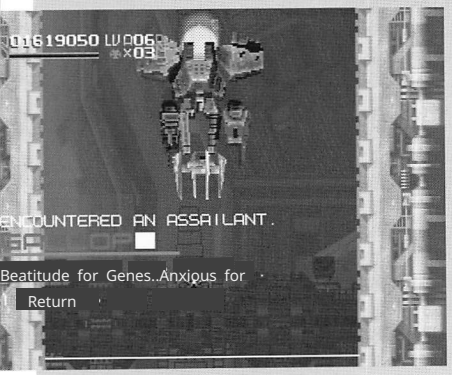
When facing a red Burst enemy, your own unit Place it around here. Weapon Aim and shoot with C.

This Makno is behind the passage, or Since they appear, ram into them. Be careful not to receive it.

Gambino = Vastaravitch

The protagonist of this game. He is proud an d unable to express his feelings honestly. Disg usted by his politician and money-grubbing pa rents, he has always lived alone. He had excel lent grades at military academy and has conti nued to climb the career ladder after being co mmissioned. Having seen the worst aspects of humanity throughout his life, he now suffers from distrust of people.

STAGE BOSS GALLOP



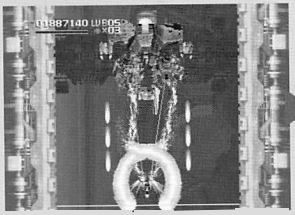
This boss unleashes a variety of attacks that are incomparable to those of bosses 3A and 3B. At first glance, these attacks may seem incredibly difficult, but in reality, each attack has its own strategy and safe zone. If you reliably memorize these countermeasures, it shouldn't be too tough of an opponent. For advanced players, one tactic is to take advantage of the boss's long self-destruct time to earn small scores by grazing near the walls.

DESTRUCTION Bonus 30,000

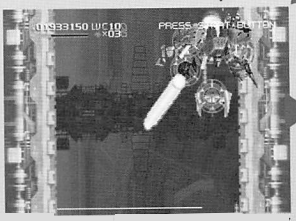
GALLOP Scoring Guide

Part Location	Durability	Destruction Rate
Body	40	50%
Reflecting Laser Unit	02501	10%×2
Ground Shot Unit	8015	10%×2
Anti-Air Laser Unit	0	10%
Bits		
Force		

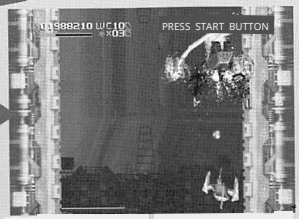
*Bit Force is indestructible. All other parts score 10,000 points each.



Immediately after the boss appears, attack with Weapon A+B from the premonition zone of the Wave Cannon after the safe pink bullet attack of the anti-air laser. After confirming, move to the upper left or upper right.



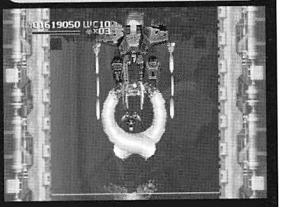
However, be careful, as destroying the ground-based bomb unit at this time will result in death.



Once you reach this position, you can attack the entire boss with Weapon B+C.

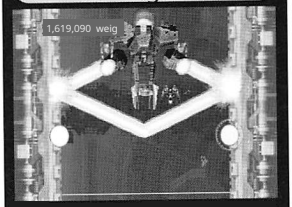
Safe Zones for Each of GALLOP's Attacks: Here, we introduce safe zones (though not completely foolproof) for each of this boss's attacks. If you're aiming to score points during the battle with the boss, you'll definitely want to master these patterns.

Anti-Air Laser



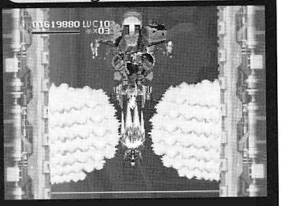
The gap between the boss's nose and the other laser slightly below it.

Reflecting Laser



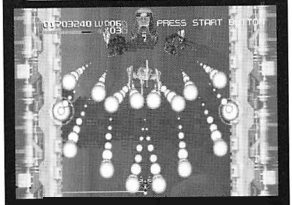
This weapon is safest when positioned right next to the boss. However, it becomes difficult when other attacks overlap.

Anti-ground laser



Avoid the ground laser near the center of the screen.

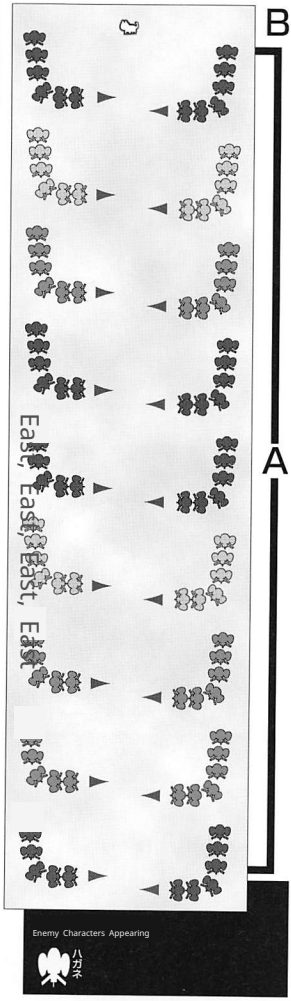
Wave Cannon



The safest spot for this spread wave cannon is at the bottom center of the screen or near the boss's side.

STAGE-3D

RETURN
2521A.D. 7.13 11:34
Descent point: Front gate gap



Stage Overview

This stage features only the Hagane Squadron from beginning to end. With no terrain, it's a very simple stage if you just want to clear it. However, when you try to aim for chain bonuses, the difficulty increases dramatically, and even a small mistake can result in a difference of tens of thousands of points. Target score: 500,000 points.

POINT: Aim for Secret Chains

The only enemy aircraft appearing in this stage is the Hagane.

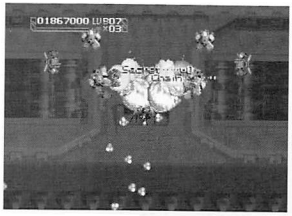
These Hagane are... Points awarded for each color chain

These are enemies that cannot be destroyed until their armor is removed.

They attack in formations of different colors. Here, many yellow formations appear, so you'll be aiming for the secret bonus.

First, defeat the approaching red Hagane squadron while charging the gauge by positioning the Radiant Sword in front of your ship. Then, for the next blue squadron, destroy only one ship to prepare.

After that, annihilate the 12 yellow squadron ships coming from the left and right using button A, then let the next red and blue squadrons pass, and finally, destroy the last yellow squadron to complete this stage.



When attacking with the yellow formation after the chain bonus is ready, be careful not to accidentally attack other colored formations.

Red is about 40,000 points. For those who want to take it easy, choose this.

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You don't need to aim specifically. Blue is worth about 360,000 points. Especially when...

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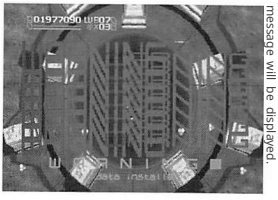
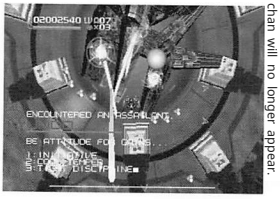
The score loss is significant. Only yellow is 30,000 points. As expected.

POINT: Be sure to get Merry-chan

If you shoot the center of the Stonehenge area with Weapon B+C after the message indicating a boss appearance but before the boss actually appears, Merry-chan will appear. There are no enemy attacks at this time, so be sure to grab it. It's worth 25,250 points.

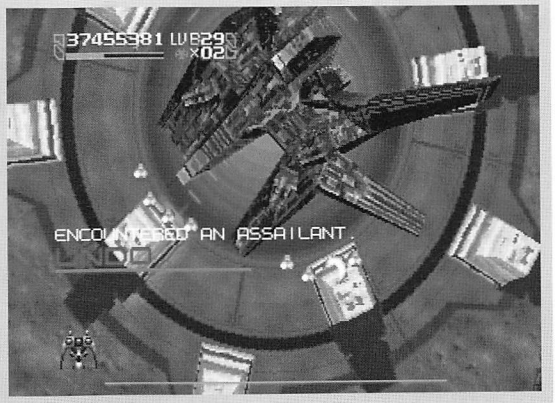


Attack the center. If destroyed, Stonehenge, this message will be displayed.



If you do, a boss like Merry will appear. chan will no longer appear.

STAGE BOSS UNDO: In the battle against this boss, you must be wary not only of the boss itself but also of collisions with the Stonehenge pillars around it. Conversely, by utilizing the stone's ability to block any of the boss's attacks, you can usually hide in the shadow of the stone and damage the boss with weapons A+B. Then, while the boss is emitting an extremely thick laser, move your own ship near the laser firing port and, moving in sync with the boss's rotation, damage the main body and surrounding parts with weapons B+C. If you do this, it shouldn't be a very formidable enemy.



Part Location	Durability	Destruction Rate
Turret	0100	10%
Turret	1001	10%
Turret	0025	10%
Turret	0250	5%
Left Ear	900	5%
Right Ear		5%
Main Body		50%

UNDO Score Table

DESTRUCTION BONUS 50000

*Note: Each part scores 10,000 points.

Basic Tactics

While the boss is firing pink bullets or green lasers, you can safely get through it by attacking from behind the stone with Weapon A+B.

When it starts emitting this extremely thick laser, it's effective to position your ship next to the boss's main body, move it in sync with the boss's movements, and attack with Weapons B+C.

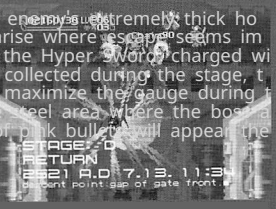
Extremely thick laser, 3rd time and onwards

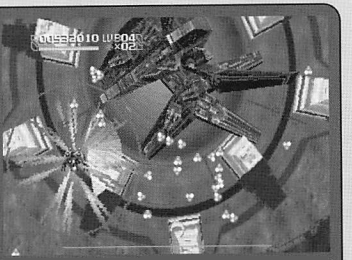
If things go smoothly, the boss's durability should be almost depleted by the time you reach this state. You should be able to destroy it before being cornered.

If you are cornered by the extremely thick laser, don't hesitate to use the Hyper Sword to escape. However, remember that this tactic can only be used once.

Use the Hyper Sword for evasion.

When being chased by the enemy's extremely thick homing laser, situations often arise where escape seems impossible. In these cases, use the Hyper Sword charged with the pink steel bullets you collected during the stage, to break free. If you couldn't maximize the gauge during the stage, charge it up in the steel area where the boss appears, as a large number of pink bullets will appear there.



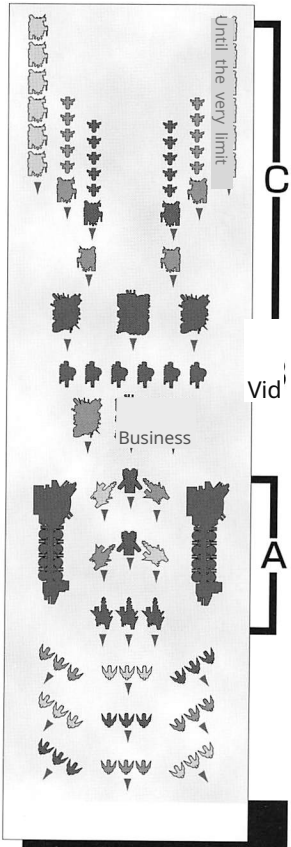


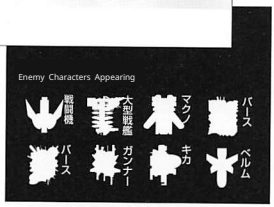
Even if the Hyper Sword isn't charged when the boss fight starts, be sure to fill it up here.

STAGE-3E

RETURN

2521A.D. 7.13 11:52
descent point : the celestial gate





This stage features a large number of high-scoring red enemies, so you'll want to aim for red chains. If you examine the map carefully, you'll notice that the enemy placements are all symmetrical.

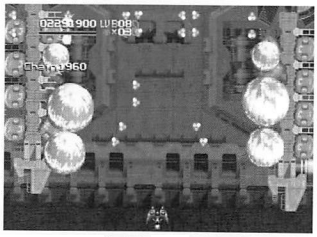
As explained in 3A, the use of Weapon C is important in stages like this. You should take this opportunity to reconfirm how to use it.

Stage Overview

The stage itself isn't very long, but the number of enemies that appear is extremely high. Moreover, their appearance interval is short, creating the image of a relentless onslaught. Therefore, you must memorize the enemy patterns and defeat them as soon as they appear.

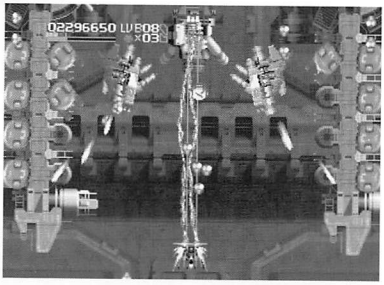
Target Score ····· 800.00 Pts

POINT A: Destroy 2 battleship turrets



This battleship is the first and last enemy on this stage to fire pink bullets. You'll be using the Hyper Sword at point C, so if your gauge isn't full, charge it here. Use weapon C on the battleship itself, taking it down while destroying the turrets. The red Makno that appears from above should be targeted and defeated with weapons A+B.

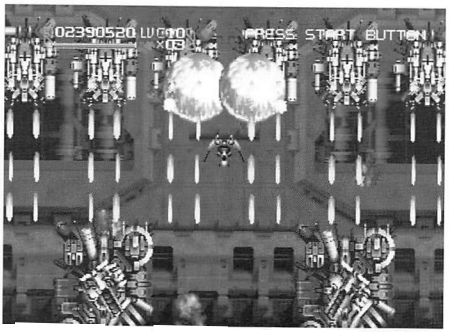
Here, focus on hitting the turrets with weapon C to destroy them first. If you destroy the main body while leaving the turrets intact, you'll lose tens of thousands of points.



The red Makno and blue-yellow laser formations that appear twice at the battleship location should be attacked with pinpoint accuracy using Weapons A+B, as shown here. Weapon A alone is also effective, but be careful not to hit the lasers on the sides.

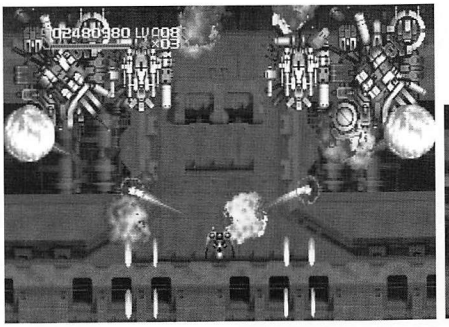
POINT: Use Weapon C for small Birth formations

After passing through the battleship zone, small Births will appear here in a horizontal formation across the screen. You can easily deal with them by using Weapon C, aiming from the center outwards. Moreover, you'll also get a weapon bonus, making it a win-win situation. Once you get through here, prepare for the next Birth immediately.



For the small Birth formation, simply position your ship in the center of the screen and hold down Weapon C while moving backward.

POINT C Use Birth to aim for chain bonuses.

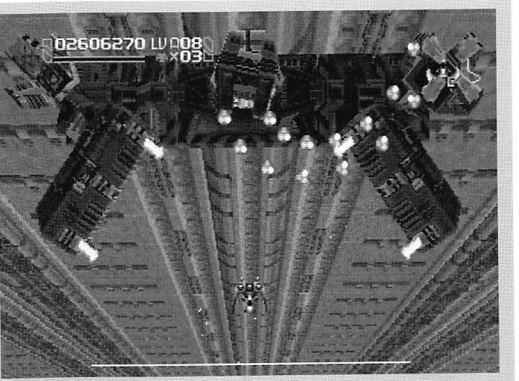


Here, first destroy the red Verse, then damage the small blue Verse. After that, a combined formation of Kika and Belm will appear in the order of red → blue → yellow, so defeat the red formation and immedi ately destroy the blue Verse that you had damaged beforehand.

Destroy. By usin g the Hyper Swo rd against the Y ellow Squadro n at the end to wipe them all ou t at once, you s hould receive a secret bonus.

First, after destroying the red Verse in the arm you Weapon C to hit the red bars on the left and right. Attack the Su. Then attack the blue Verse. Use Weapon C to hit the red bars on the left and right. Then accurat ly target the of

STAGE BOSS UE2A-GAL



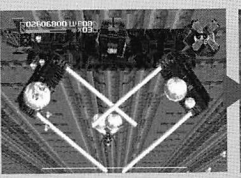
UE2A-GAL Score Sheet

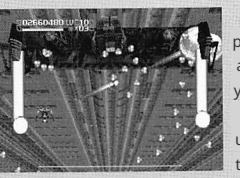
Part Location	Durabil ity 5	Destruction Rate 20%
Body	0030	5%
Main Unit Cover	0200	10%
Left Beam Unit	200	10%
Right Beam Unit	20	5%
Tractor Unit Left	200	5%
Pink Bullet Unit Ri	200	5%
ght Pink Bullet Un	300	5%
it Left Spread Unit	300	5%
Right Spread Uni	300	5%
t Left Homing Uni	300	5%
t Right Homing U	300	10%
nit Left Laser Unit	300	10%
Right Laser Unit		

DESTRUCTION BONUS 100000

*Each part is worth 10,000 points.

This boss has its main body present from the s tart, but each part is rep lenished from the bottom of the screen as it is de stroyed. Therefore, to ai m for a perfect score, yo u must be careful not to destroy the main body before all the parts are present, and increase your points by collecting small scor es.

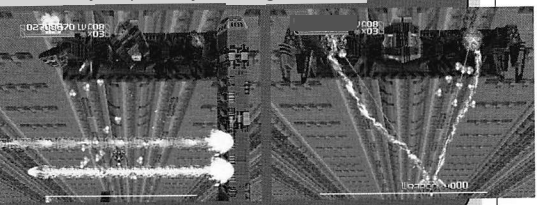




Since the boss's parts a ppear symmetrically, you c an defeat it relatively easil y by using Weapon C. Just focus on dodging with yo ur ship and keep the C bu tton pressed.

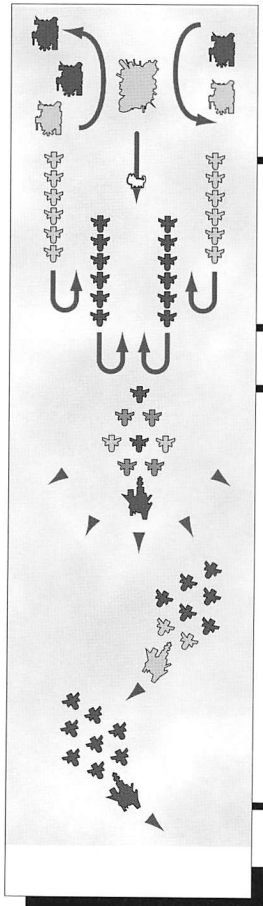
If your priority is solely to d efeat it, you can simply focus on charging the Sword Gauge while leaving the pink bullet-e mitting parts intact, and then r epeatedly use Hyper Sword att acks on the main body.

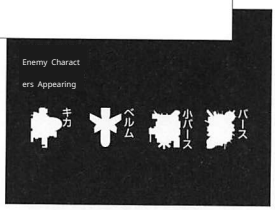
This boss has a long time before self-destructing, and a large number of hard parts appear. Therefore, using Wea pon A+B for attacks allows y ou to earn Weapon Bonuses. Furthermore, you can also ai m for graze points from the enemy's attacks.



STAGE-2A REMINISCENCE

2520A.D. 7.14 21:26
descent point: town area a1-ward





In stages composed solely of aerial combat, there's no worry about colliding with obstacles, but conversely, you can't rely on terrain to create strategic patterns. The solution is to repeatedly play the stage, memorizing the locations and timing of enemy appearances until they become second nature.

Stage Overview

This stage isn't difficult at all if you're just aiming to clear it, as there are no obstacles and the level design is short. However, if you're aiming for a perfect chain bonus, you'll need to master subtle maneuvers and the timing of weapon usage.

Target Score ····· 300,000 Points

POINT: Defeat the red Velm and aim for the secret.

A Up 2 + C 向 目

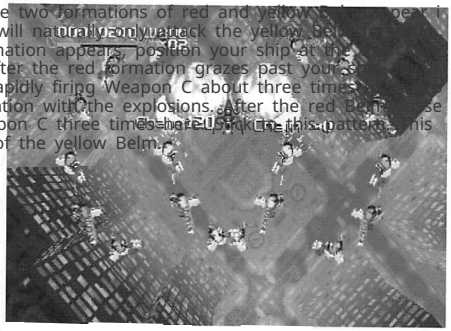
In the squa dron attack, つか 。

lms pass by these three while mo ving upwards, and attack from ab ove with weapons A+C. For the final formation, position your aircraft directly in fro nt of the formation, and as soon as you see Kika, conti nue firing single shots of w eapon A to destroy the red Kika and red Velm. Immedia tely after, shift your aircraft to the left or right, destroy one blue and one yellow V elm to trigger the secret bo nus.

The third formation is red Kika and red Belm. Pay attention to the timing of when to shoot.

POINT: Clear out the yellow Velms by repeatedly using Weapon C

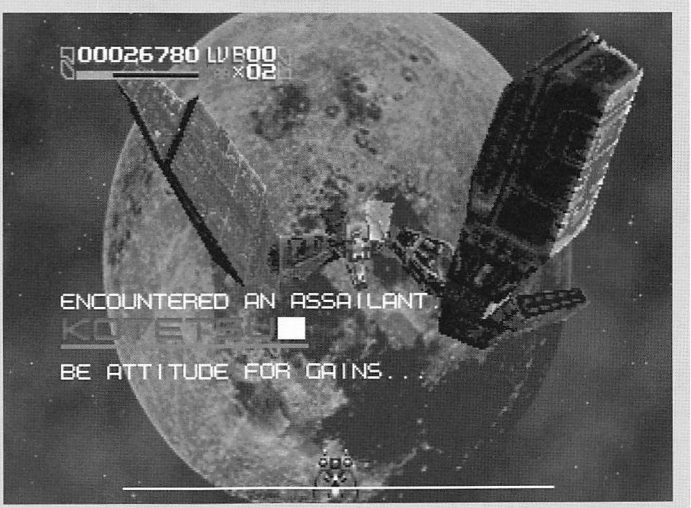
At point B, where two formations of red and yellow [illegible] per formation, you will naturally attack the yellow Belm. Before this formation appears, position your ship at the r of the screen. After the red formation grazes past your s your ship while rapidly firing Weapon C about three times y the yellow formation with the explosions. After the red B s, rapidly fire Weapon C three times [illegible] this will destroy most of the yellow Belm.



STAGE BOSS KOTETSU

This boss attacks by wielding its long arms to narrow your ship's range of movement, so it's important to destroy both arms first. When the arms extend, move to the opposite side and attempt a long-range attack with Weapon C, which should destroy them relatively easily. If you're playing with scoring in mind, you might want to aim for the A+B weapon bonus here.

If the boss spews flames from its body, there will be a warning sign just before, so immediately take cover to the left or right. When the boss starts rotating, move your ship to avoid being hit by following its movements.



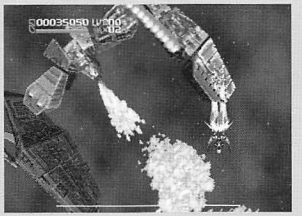
Part Location	Durability	Destruction率
Main body left shoulder rig ht 肩	70	40%
Left side arm	0350	10%
Right side base, right side arm mid-section, right side arm tip	35040	10%
	05004	10%
	50300	10%
		10%
		10%

KOTETSU Score Table

DESTRUCTION BONUS 10000 *Each part is worth 10000 points. The left arm's durability is 3/4, and the tip is destroyed.

It's safe to attack with Bomb C. Since its range is short, attack from a distance.

If it shoots flames from its body, move your ship to around here.



If you touch the beam emitted from this right arm, your ship will be drawn towards the arm. The right arm must be destroyed starting from the fingertips, or you won't be able to achieve a Perfect score.

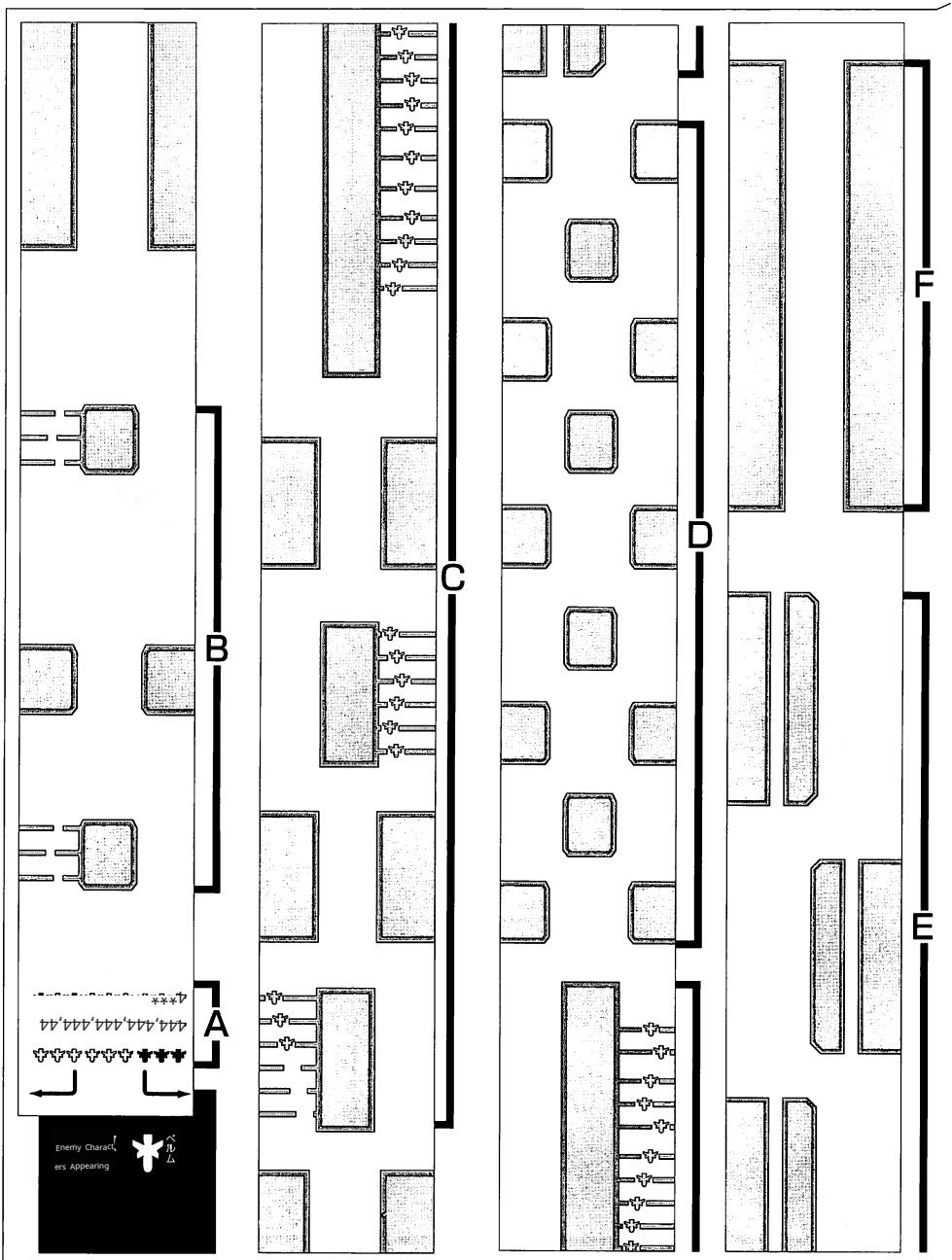
Prepare the Hyper Sword for STAGE-2B. When the boss is using the attack pattern where it shoots pink bullets, charge the sword gauge to MAX here if it isn't already. This is because you might need to use the Hyper Sword to avoid danger in the next stage, 2B, but there are fewer enemies that shoot pink bullets in 2B.

When the main body starts firing a series of pink bullets, charge your sword gauge.

STAGE-2B

REMINISCENCE ■

2520A.D. 7.14 21:30
descent point : central plain 1st layer



Stage Overview

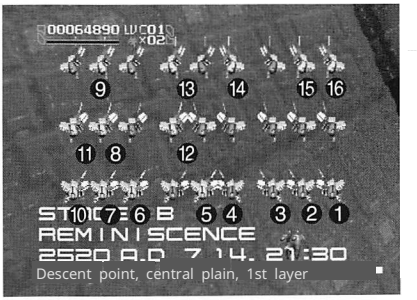
Boasting the longest level composition of all stages, 2B's structure is drastically different compared to ot her levels. Only one group of formations of enemies appears during the stage, but the boss fight is excep tionally long. Moreover, the fast scrolling and random terrain placement demand a battle style that relies on refle

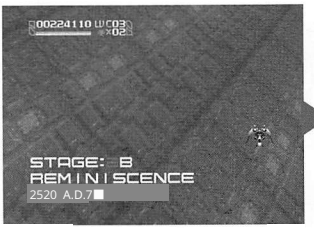
xes. Target sc ore: 1,300,000 points.

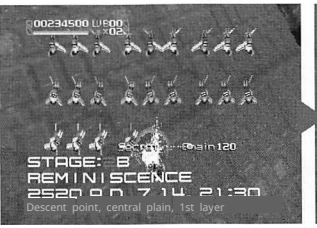
POINT: Accurely obtain the secret bonus.

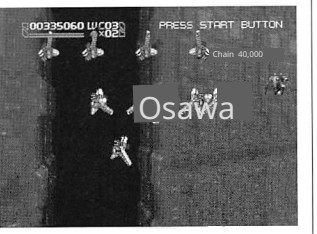
In this stage, the Belm squadron is the only enemy that ap pears before the boss. However, how well you handle this gro up will definitely change the score you can get in this stage b y hundreds of thousands of points.

So, here's how to deal with it: First, before the enemies appear, align your ship with the coordinates where the red Belm ① appears. Then, wh en the Belm squadron appears, just destroy the Belms in the order of th e numbers. Note that if you don't act quickly here, the squadron will lea ve before you reach the last yellow Belm, so hesitation is forbidden. If t he 40,000-point bonus is displayed when you defeat the last yellow Belm, you have succeeded. After that, you can expect a large score by defeatin g the yellow Belm in the boss battle.









As soon as the stage begins, move your ship to this position. If a Velm appears, fire Weapon A in single shots. After that, just attack the yellow Velm. If successful, move to the left while shooting and wait for the Velm squadron. You'll get a score like a barnacle.

STAGE BOSS GOLETS RED

DESTRUCTION BONUS

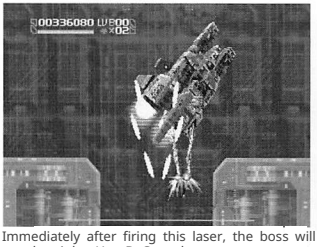
A battle with a boss unfolds within a high-spee d scrolling passage. Even the slightest carelessness could lead to a collision with the terrain. There's a 20,000 chance of collision, and in that situation, a large number of yellow Velms related to the secr et bonus appear. Truly, you can't let your g uard down for even a moment. Durability de struction

GOLETS RED Score Table Pa

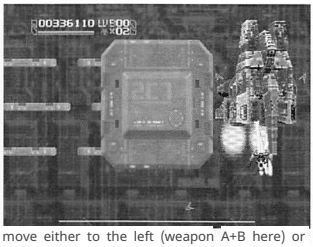
rt Location		rate:
Side Nozzle	350	10%×2
Gun turret	300	10%×2
Forward main gun	300	10%×2
Body	500	40%

*Each part is worth 10,000 points.

POINT: Avoid the randomly placed shielding panels



Immediately after firing this laser, the boss will move to the right. Use B+C to damage the parts when close to the boss.

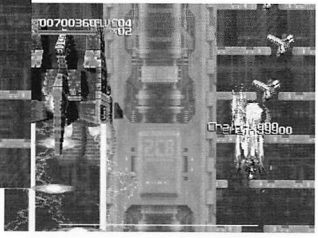


Here, first, if you reach a branching point, move according to the boss's movements, heading in a direction that isn't a shield. Then, use Weapon A+B or B+C on the boss to damage both side nozzles and the gun turret. The placement of these shields is determined randomly, so just pay attention to the boss's movements and follow along. Also, the boss will fire search lasers at this time, but you don't need to worry about them.

POINT C: Aiming for the yellow chain, this time go towards the shield side to aim for the yellow chain.

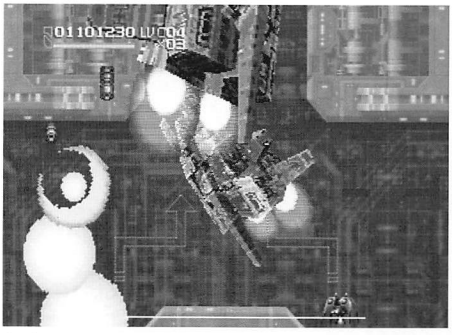
In the next shield panel area, co... to the opposite side of the boss's... shield panel side. Here, yellow Ve... d panels, so if you're aiming for a... ust pass through here. Furthermor... ng, and you may crash if you don... er, if you prioritize clearing the sta... n't force yourself to go to the shie... hield panel is near the edge of the... ; head towards the boss side, or y...

In this long shield panel area, if you don't concentrate and control your ship carefully, there's a high possibility of colliding midway.



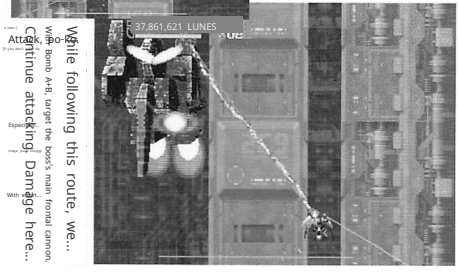
POINT D: When the blue boss appears, be sure to take the narrow route and move towards the red boss. Damage the POINT boss.

Here, the blue boss, who is the next boss to appear, temporarily shows up to support the red boss. At this fork, red and blue move in separate directions, so be sure to move towards the red boss. If you accidentally move towards the blue boss, just try to move from the bottom to the top of the screen.



The blue boss's attacks cannot be avoided unless you are at the top of the screen. Evade by ascending from the center of the screen to the upper area. Horizontal adjustment is also necessary.

At this fork, don't chase the boss directly, but take the narrow route next to it. Then, attack the boss with weapons A+B, damaging the boss's main cannon in front. If you don't damage the main cannon here, you will have a hard time after point F, so you definitely want to choose th...

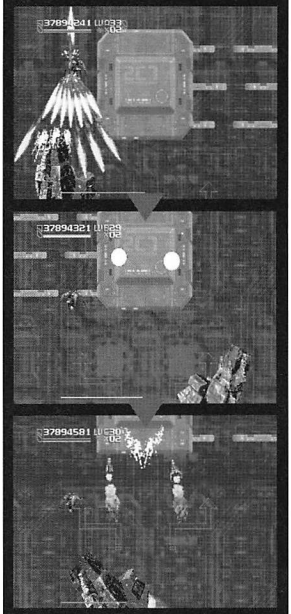


POINT: Destroy the red boss with Weapon A+C

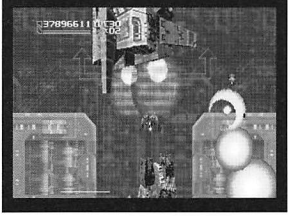
When you reach this point, the boss will circle behind your ship and attack using its forward main cannon. Use Weapon A+C here to destroy the main cannon, which you damaged at point E, and the remaining body. If you fail to destroy it here, the map will return to point B, and you will enter the second loop of attacks. Therefore, you must defeat the boss at this point or, at the very latest, immediately after entering the second loop.

You can safely defeat the boss by aligning your ship's coordinates with the center of the boss and attacking while making large vertical movements.

How to deal with the second loop:
In this second loop, you'll essentially be fighting red bosses that attack from below your ship. This means that your previous strategies will no longer work. In each shielded area, you must move left and right on your own, without waiting for the boss to move. Don't worry if you end up on the shield side; there's no time to care about that.

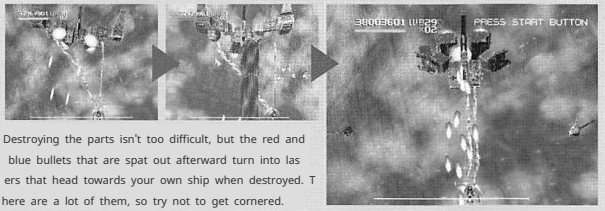


At point D, even if you manage to get through the shield plate zone where luck plays a significant role, and you fail to destroy the red boss, what happens when the blue boss appears? Unfortunately, there is no strategy here. You can only hope that moving your ship left and right doesn't result in being on the blue boss's side. In other words, you absolutely must destroy the boss before this point.



STAGE BOSS GOLETS BLUE

This boss has a structure with symmetrical parts attached to the main body. It is advisable to use Weapon A+B to attack, shaving off the left and right parts. It occasionally releases bits that spit out pink bullets, but they are not related to the destruction rate, so there is no need to force their destruction.



Destroying the parts isn't too difficult, but the red and blue bullets that are spat out afterward turn into lasers that head towards your own ship when destroyed. There are a lot of them, so try not to get cornered.

GOLETS BLUE Score Table

DESTRUCTION

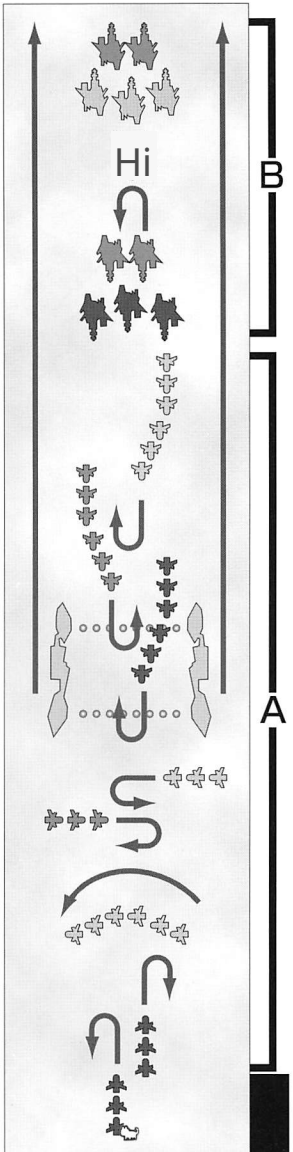
* Bits score 0 points. Other parts each have a BONUS of 20,000.
All scores are 10,000 points.

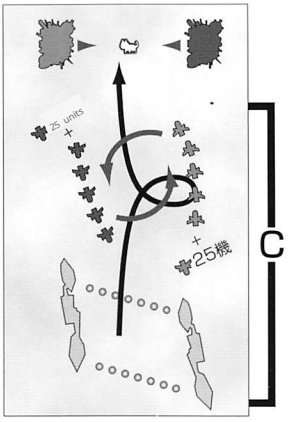
Part Location	Durability	Destruction Rate:
Side Nozzle	35	0%×2, 10%×2, 10%×2, 40%
Gun turret	0,300	
Forward main gun	,300,	
Body	500	
Bits	100	0%

STAGE-2C

REMINISCENCE ■

2520A.D. 7.14 21:35
descent point : ravine to 3rd layer



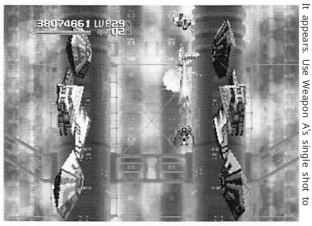


Stage Overview

This stage is structured around fighting inside electromagnetic barrier generators that appear immediately at the start. These barrier generators are indestructible, so you have no choice but to fight within them. The limited movement space and difficulty in dodging enemy attacks mean you need to completely memorize how to deal with each enemy. Target score: 500,000 points.

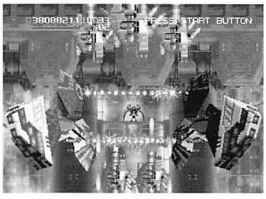
POINT A Defeat the Red Velms to prepare for the chain.

First, an electromagnetic barrier generator will appear, so enter the inside of this barrier. Then, a squadron of 6 Red Velms will appear from the upper right of the barrier, and 3 x 2 from the downward direction. Use Weapon A or A+C to destroy them. The key here is to avoid firing weapons indiscriminately and accidentally defeating the Blue or Yellow Velms.



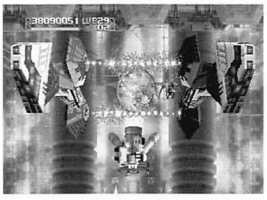
The first red Velm appears from here. It appears. Use Weapon A's single shot to o

POINT: Be careful of attacks from the front and behind



Aim for Kuno fruit. This Leather's attack is simply... Evade. Red Leather and Red Ma.

After passing through the Velm area, lasers and Maknos appear from the front and rear of your own unit, attacking from outside the barrier. Here, focus your attacks on the red enemies. Especially the Makno coming from behind at the end will launch numerous mines that explode with a blast if not defeated quickly. If these mines explode inside the barrier, it becomes very difficult to escape, so be sure to destroy them before they are fired.



マクと、機雷をよう塞 Gareko no Sono hi に止 しまう。 Get them! 着甘

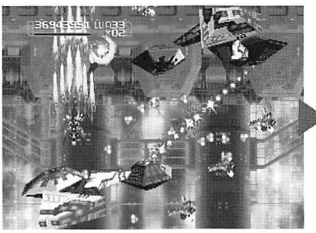
When this Makno disappears, there will be a brief period of invincibility, so you'll want to prepare for the next Verm squadron's appearance.

Enemy Characters Appearing

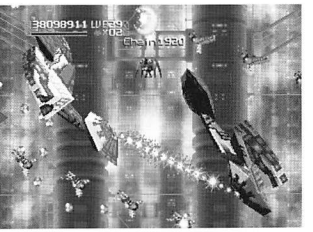
ベルム レザ バース

POINT C Weave through the barrier and aim for the red chain.

To shoot down all of this Red Velm squadron, the key is your action the moment the barrier surrounding your own ship opens. Remember the timing of escaping outwards and passing through when the barrier opens, and make sure to defeat only the Red Velms. This will also affect your score by hundreds of thousands of points.



When the barrier opens, don't hesitate to move from that spot.



Escape and target the Red Verm.

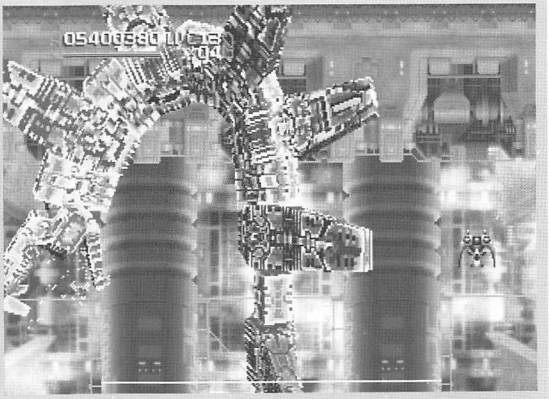
STAGE BOSS

NASU: This boss is composed of many joint parts, from head to tail. However, as you can see from the shape of the body parts, the tactic of getting inside the boss's rotation to attack the whole, as seen in other works, will not work. You will use Weapon B+C to constantly inflict damage from the outside of the boss's movements.

Weapon B+C

However, since this boss's movements are patterned, you should find that it is not a difficult opponent after actually fighting it a few times.

attack: Auto



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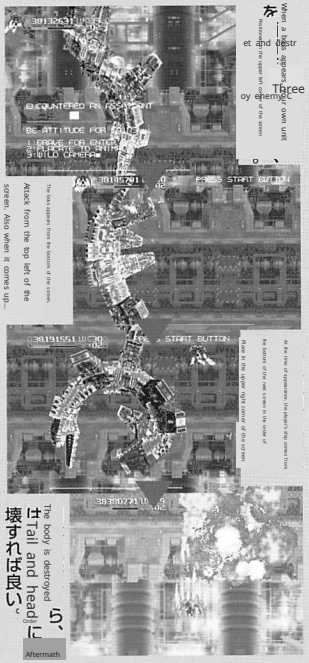

ENCOUNTERED FA
PRESS START BUTTON
PRESS START BUTTON
Attack from the top left of the screen. Also when it comes up...
Aftermath

Three o'clock NASU Scoreboard

Part Location	Durability	Destruction Rate:
Head (Arcade Mode)	85	
Head (Saturn Mode)	04004	30%30%
Part A1 Pa	50620	5%
rt B1 Part	43059	5%
A2 Part B2	04105	5%
Part A3 P	60390	5%
art B3 Part	53037	5%
A4 Part B	05003	5%
4 Part A5 P	50470	5%
art B5 Part	3307	5%
A6 Part B	50	5%
6 Part A7		5%
Tail		5%
		5%
		5%
		5%

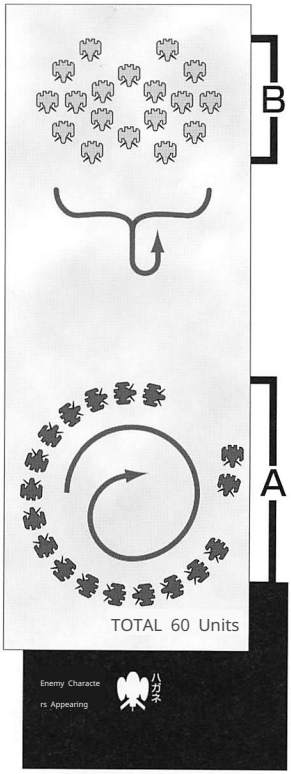
*Each part is worth 10,000 points.

DESTRUCTION

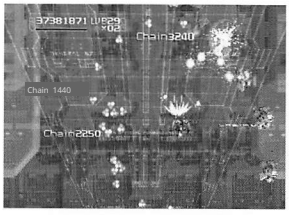
Bonus 30,000

STAGE-2D REMINISCENCE

2520A.D. 7.14 21:58
descent point : orbit road



The stages themselves are short, but the enemy attacks are more severe than expected. In particular, the red Hagane that appears from the beginning always fires pink bullets no matter how quickly you defeat it, so you must continue to take some action, either erasing them with the Radiant Sword or dodging. If you're using the Radiant Sword and getting through with the Hyper Sword pattern, you'll want to make sure the Sword Gauge is at MAX by the time the next yellow Hagane appears.



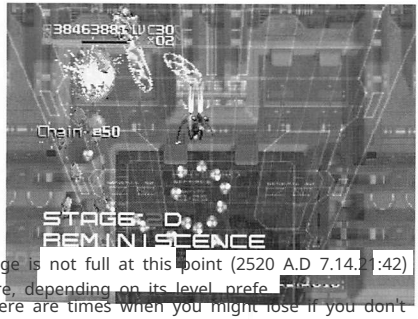
Stage Overview

This Stage 2D features a typical pattern of no terrain and a short composition. Only Hagane enemy ships appear here, and they come in formations of similar colors. However, trying to perfectly aim for chain bonuses makes this stage surprisingly difficult.

Target Score ..... 700,000 Pts

POINT A: Defeat enemy aircraft while charging the Sword Gauge.

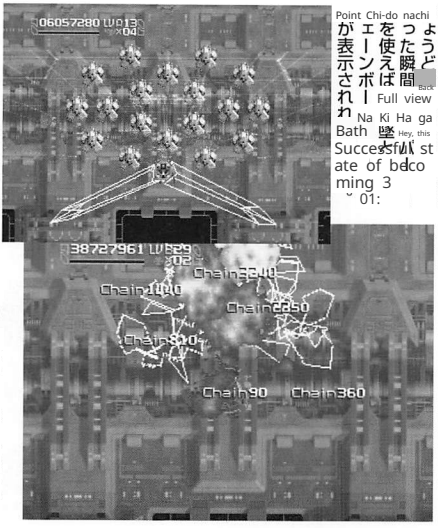
Here, red Hagane appear in a clockwise direction towards the center of the screen. There are 60 of them. The way to deal with them is to move your own ship clockwise around the screen in sync with the appearance of the Hagane, and keep firing Weapon B.



Also, if the code gauge is not full at this point (2520 A.D 7.14 21:42), charge Weapon B here, depending on its level, preferably with auto-fire. There are times when you might lose if you don't fire manually instead of relying on auto-fire.

POINT: Use the Hyper Sword to get the yellow chain

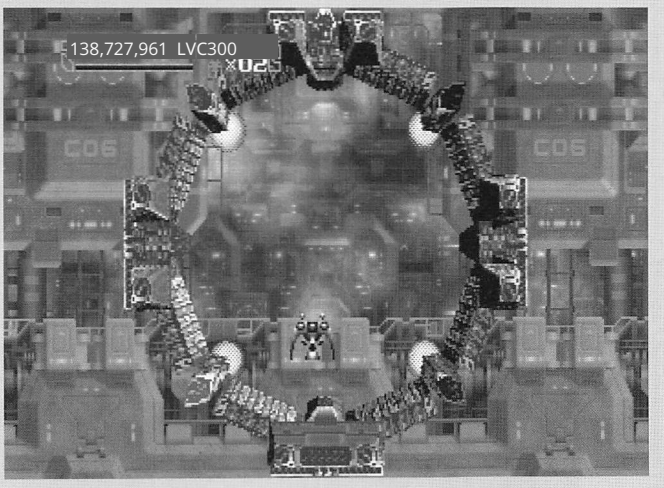
The next formation of Yellow Hagane that appears will remain on the screen for a certain period, simultaneously fire pink bullets, and then escape to the top of the screen. Here, it's impossible to destroy all of them unless you use a fully charged Hyper Sword. Even with the Hyper Sword, you must time its use so that the swing finishes exactly when the Hagane fires the pink bullets, or you'll fail. This timing can only be learned through repeated play, so it's best to practice using the background flow as a guide.



Point Chi-do nachi ようど を使えば瞬間 が表示されれ エーンボー Full view Na Ki Ha ga Bath 堅 Success! state of bdcoming 3 01:

STAGE BOSS

DAIKAI 10



This boss has a body and parts that look very similar, so you might mistake which part is the main body. To distinguish them, try hitting it with bullets, and if the durability gauge shortens, that's definitely the main body. Also, depending on the angle before the boss surrounds your ship, you might see corners, so please watch carefully.

The strategy for this boss, due to its format of surrounding your ship, will mainly be about evasion. Let Weapon A+B or C automatically attack the weak points, and focus on evading with your ship. Pink bullets will occasionally fly, so it's a good idea to accumulate Sword Gauge with Yellow Steel and use it for emergency evasion.

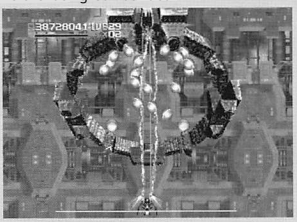
Part Location	Durability	Destruct
Laser Part 1 La	700	ion Rat
ser Part 2 Laser	700	e 25%
Part 3 Body	700	25% 25
	1100	% 25%

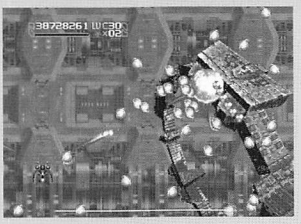
*Each part is worth 10,000 points.

DAIKAI 10 Scoring Table

DESTRUCTION BONUS 50000

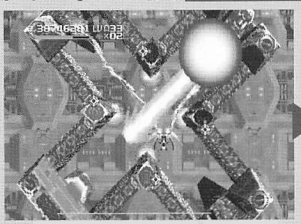
Before being surrounded



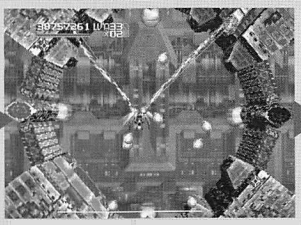


In this attack pattern, the main body appears first. If you inflict too much damage here, you might end up leaving some parts behind later. Avoid attacking the main body too much and concentrate on attacking the three parts that appear next.

After being surrounded



When it enters this rotation state, attack with Weapon A+B or C.



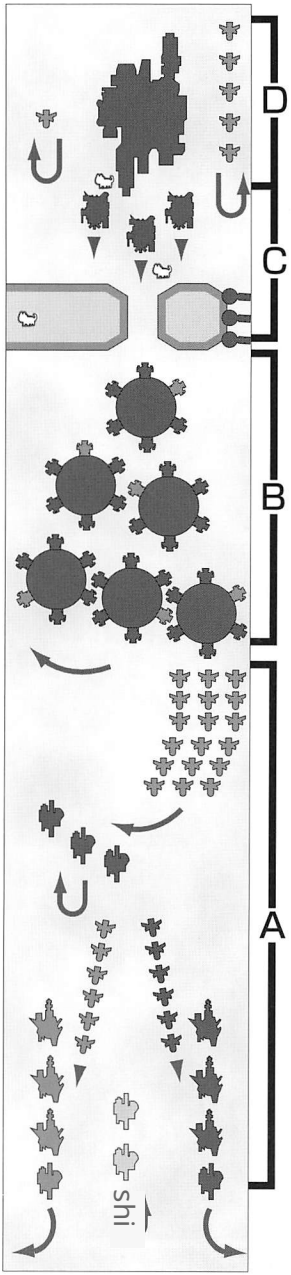
- After a certain amount of time, it will break the encirclement once, so when it attacks again, be careful because the boss's rotation will reflect the bullets while continuing the attack.

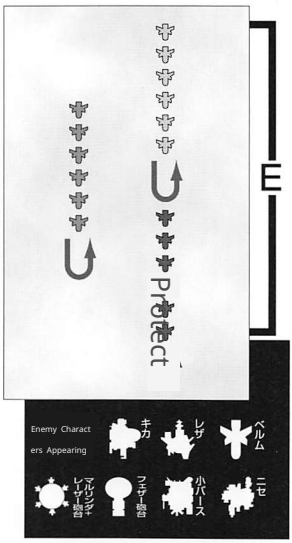
STAGE-2E

REMINISCENCE

2520A.D. 7.14 21:58

Descent point: E.D.A. Headquarters





Stage Overview

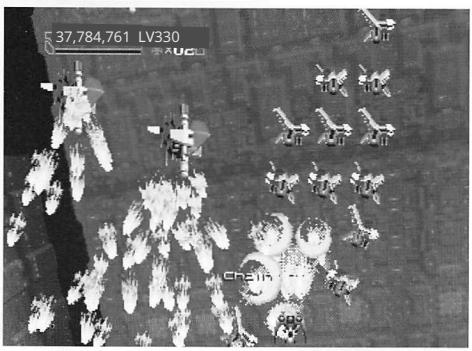
Stage 2E features no obstr ucting terrain, but instead incl udes a large, mid-boss-level c haracter before the actual bo ss. Simply memorizing enemy spawn patterns won't guaran tee a high score here. This is because enemies that are dif ficult to destroy will start app earing if you haven't reliably l eveled up your weapons in th e previous stages. From now on, as you progress through t he game, weapon levels will become the key to success. Tar get score: 900,000 points.

POINT: Prepare the red chain here.

First, Red Kika and Red Leat her will appear from the right s ide of the screen, so defeat the m as soon as they appear. After ward, move slightly to the left a nd defeat the Red Velm squadr on with single shots of Weapon A. Then, move to the left side of the screen and defeat the Re d Kika. At this time, blue and ye llow squadrons will also appear, so be careful not to shoot the m down by mistake.

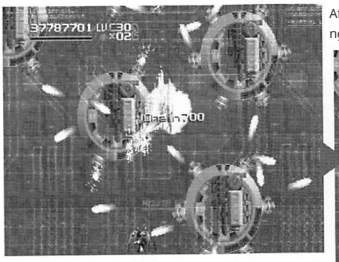
If you don't destroy th ese Red Kika and Red Leather enemies quickl y, as you can see, the screen will be filled wit h bullets.

After annihilating t he Red Verm squad ron, immediately m ove to the left, or the Blue Verm squ adron will come he ad-on. If you shoot down the Blue sq uadron here, the c hain will be wasted.



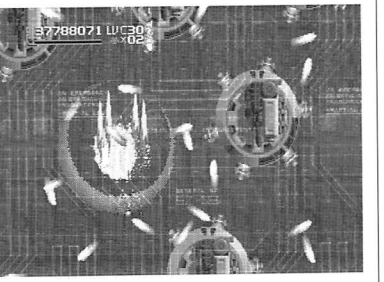
POINT: Leave the blue laser turrets and destroy Marlinda

This Marlin-da area is basically tackled using the same strategy as the Marlin-da that appeared in 2B. If you destroy the Marlin-da main body, the colors of the laser turrets attached at that point are ignored. Therefore, if you destroy all the red laser turrets and leave only one blue one before destroying the main body, you can proceed while maintaining the red chain.



Whittle down the laser turrets attached to Marlin-da by repeatedly using Weapon A or C. Make sure you don't attack the blue laser turrets by mistake.

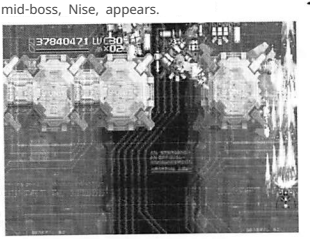
After that, just destroy the Marlin's main body. If destroying the main body is difficult, at least destroy the turrets.

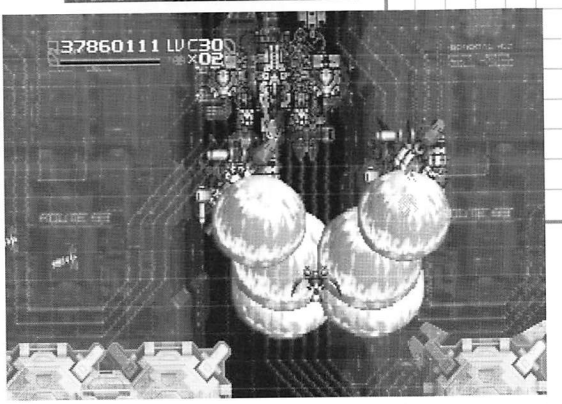


POINT C Destroy the turrets and small Births.

Here, destroy the Red Feather turrets attached to the moving terrain from below with Weapon A, and then immediately shift to attacking the small Births. These small Births will fire missiles in rapid succession, so counter them by firing Weapon A or C repeatedly. Also, Merry is hidden on the left side of this area. Be sure to use Weapon B++C to bring her out before the next mid-boss, Nise, appears.

1. Destroy this red turret quickly. Then, the terrain moves to the right. Well, you won't be able to attack with B.





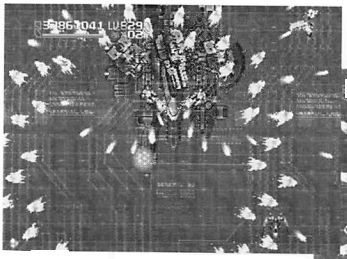
In this area, a small boss awaits beyond the passage. First, defeat the one in the middle with Weapon A or C, then proceed upwards while creating a wall of explosions by repeatedly using Weapon C.

Takeshi Igarashi

Kai's father and the youngest Federal Army Secretary in history. He is considerate of his subordinates, highly charismatic, and considered a role model for soldiers. While concerned about the Tetras piloted by his friend Son and his son Kai, he never allows personal feelings to interfere with his decisions.

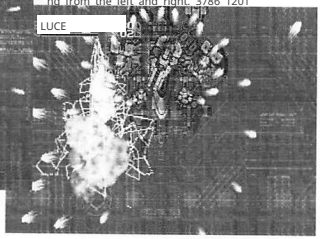
POINT: Deal with the fake boss with Weapon A.

The mini-boss that appears here is a formidable opponent, equipped with a main cannon that fires spread shots, as well as two pink bullet turrets and two laser turrets. The spread shots, in particular, are numerous and very difficult to avoid. This fake boss, including its main body and each turret, has a red attribute, allowing you to continue the red chain you've been building up until now. However, yellow Velms appear from the left and right sides of the screen when the fake boss appears, so it's best to use Weapon A to continuously fire from the front during the battle.



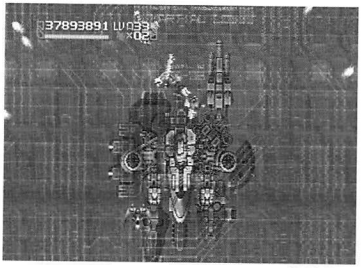
The spread bullets become easier to avoid if you move your ship away from the point of impact, as the gaps between them widen.

When using the Hyper Sword for emergency evasion, be careful not to defeat the yellow Velm coming from the left and right. 3786 1201

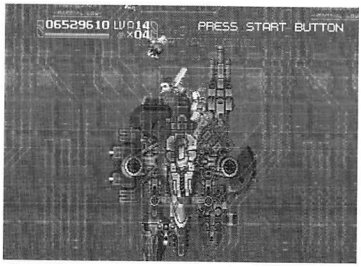


POINT: Aim for the secret with the last Velm.

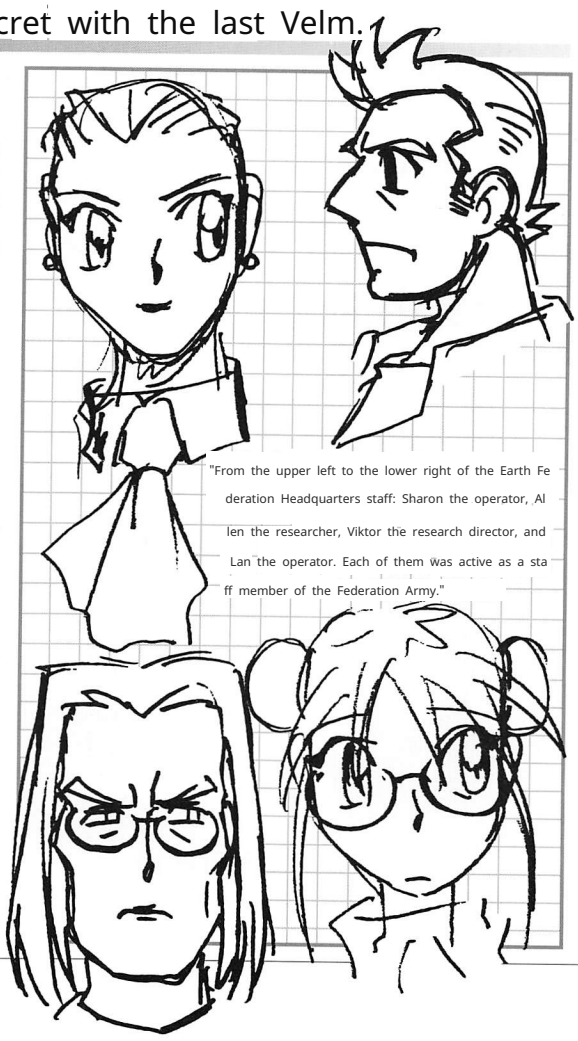
If you defeat the fake, six Velm squadrons each will appear in the order of red, blue, and yellow before the boss. In such cases, it is standard practice to aim for the secret bonus. After annihilating the red squadron, destroy only one blue Velm, and then annihilate the last yellow squadron. However, if you cannot defeat the fake before these Velm squadrons appear, the chain may collapse at once. Therefore, it is important to destroy the fake before the Velm squadrons appear.



If you leave fakes until the point where the Blue Velm squadron appears, it will cause significant problems for chain continuation.

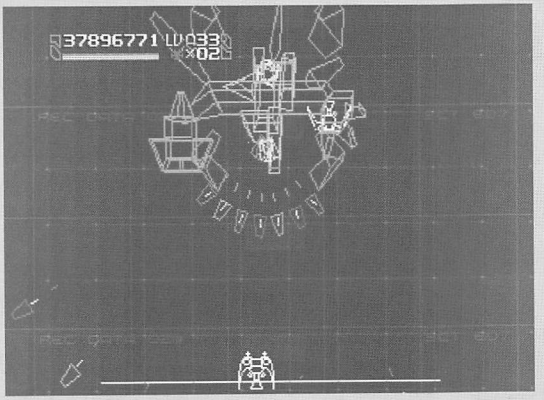


If you keep firing your weapon continuously, you may end up destroying two or more blue formation ships and failing the chain.



"From the upper left to the lower right of the Earth Federation Headquarters staff: Sharon the operator, Allen the researcher, Viktor the research director, and Lan the operator. Each of them was active as a staff member of the Federation Army."

STAGE BOSS GEDO-O



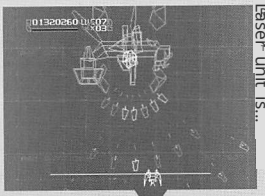
This boss has a peculiar characteristic: when you r each its spawn location, the screen suddenly switches to a wireframe format. Furthermore, the structure of its parts consists of two layers, making it extremely difficult to obtain a perfect bonus.

However, there are high-scoring components un related to the destruction rate, making it a very at tractive target for players aiming to score points. If you can reliably earn points here, it's no exagger ation to say you're quite skilled.

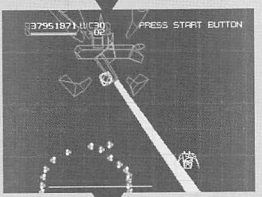
GEDOO Score Table

DESTRUCTION BONUS 100000

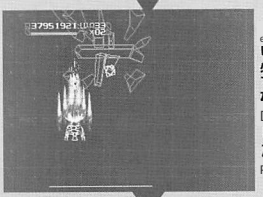
Before part destruction

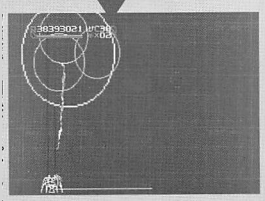


Deco
The S...
Laser unit is...



WAY shots cannot destroy it. Conver sely, it's 5 during laser attacks.





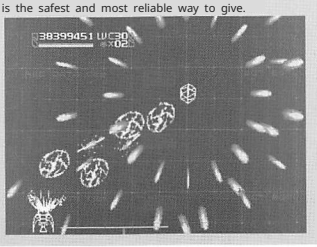
Parts related to the destruction rate Attack both arms and the turrets last.

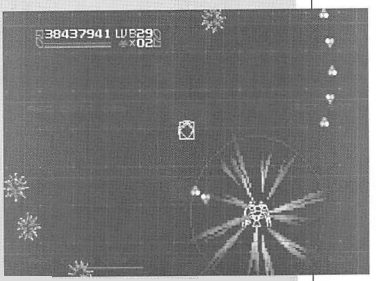
Part Location	Durability	Destruction Rate
Core	500	10%
Body	1000	50%
Laser Cannon	400	10%
5-Way Cannon	400	10%
Guard Part	500	0%
Guard Part	500	0%
Guard Part Guard Part	500	0%
Spring	500	0%
Table	100	0%
Wing underside,	100	0%
wing underside	100	0%
, left hand	200	10%
Left hand claw	10	0%
Right hand	200	10%
Prickly bullet	5	0%
Guide Bit	50	0%

*Guard parts score 100,000 points each. Feathers score 10,000 points for the front, and 5,000 points for the two on the back. The leftmost 'tsutsu' scores 1,000 points. Spiky bullets score 1,000 points. Guide hits score 3,000 points.

After part destruction

Destroy. Attacks on this core should be done with Weapon B's rapid fire from a distance. is the safest and most reliable way to give.



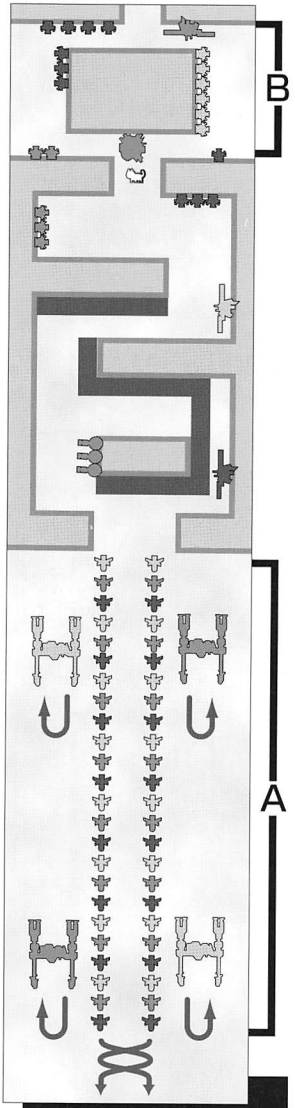


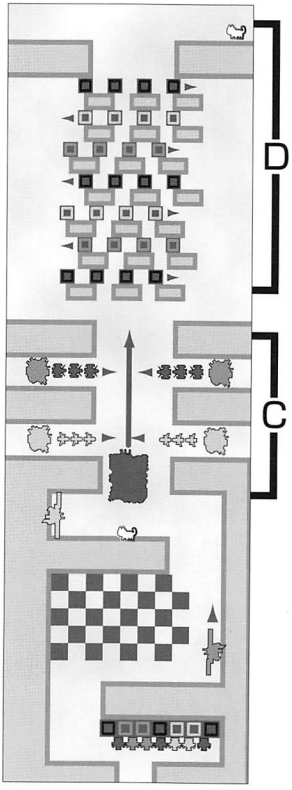
If it starts scattering pink bullets, charg e the Sword Gauge and repeatedly atta ck with the Hyper Sword.

STAGE-4A

EVASION

2521A.D. 7.13 12:00
descent point: the celestial gate-13





Stage Overview

This stage is practically de signed for earning chain bon uses. Thanks to the defensel ess units placed throughout the stage, it's easy to aim fo r red chains. However, the te rrain is complex, so near-per fect pattern creation will be necessary for success. Target s core... 1,800,000 Pts

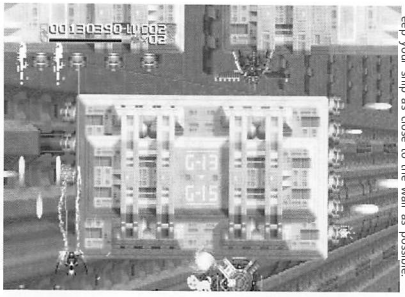
Enter the gap in t he Velm formation at POINT A

The Velm squadrons appear one after another from the screen. Here, try to get inside the for mation's movements and snipe only the red Vel ms with Weapon A's single shot. The trick is to g radually shift your own ship upwards.

In this way, once you've entered the inner formation of t he Velm squadron, attack with Weapon A.

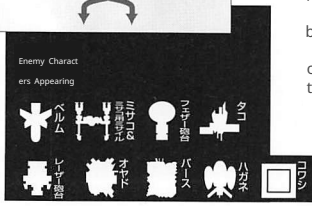
POINT: Exit Oyado and take the left route.

This blue Oyado m oves to the right sid e of the passage's fo rk and then fires thr ee blue Velms to the left. Here, Merry-cha n is right at the fork , so fire Weapon B+C without hitting the blue Oyado. Continue down the passage t o the left and attack the red laser turret.



Let's attack the red laser turret. Here, k eep your ship as close to the wall as possible.

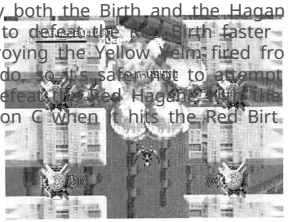
Enemy Charact ers Appearing



POINT: Red Hagane

From the Blue Oyado

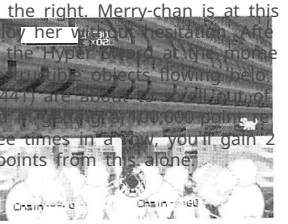
At locations where the Red Birth emits rotating lasers, two Yellow and two Blue Oyado are placed. The Yellow Oyado fires Yellow Velm, but for some reason, the Blue Oyado fires two Red Hagane each. If Red Hagane is fired, approach the Red Birth here and rapidly fire Weapon C in front of it to destroy both the Birth and the Hagane at once. Trying to defeat the Red Birth faster may lead to destroying the Yellow Velm fired from the Yellow Oyado, so it's safer not to attempt it. In this way, defeating the Red Hagane with the blast from Weapon C when it hits the Red Birth.



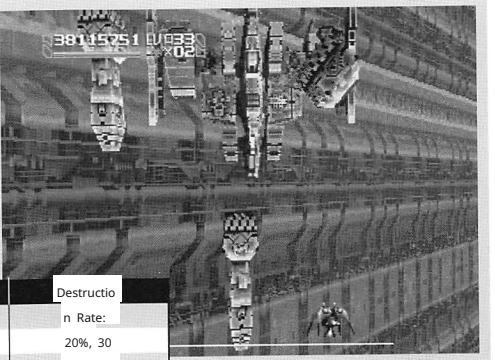
POINT: Use the Hyper Sword

The last destructible objects are

In the final moving destructible zone, naturally, you'll only be targeting the red destructible objects. For the first and second red destructible objects that appear, simply attack from below with Weapon A. After destroying one or two of the last red destructible objects, head upwards through the passage and move to the right. Merry-chan is at this right edge, so deploy her without hesitation. Afterwards, aim to use the Hyper Sword at the moment when the red destructible objects flowing below your ship (37827441) are [illegible] view. If you succeed [illegible] and chain two or three times in a row, you'll gain 200,000 to 300,000 points from this alone.



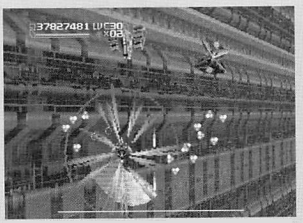
STAGE BOSSLUNAR-C This LUNAR-C is divided into 3 parts, and initially, these parts attack separately. Since each part attacks from the top of the screen, Weapon A will inevitably be the main form of attack from our side. As for the enemy's attacks, except for some large missiles, they only come from above, so if you calmly respond while checking, you should be able to avoid them sufficiently.

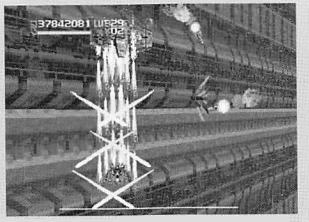


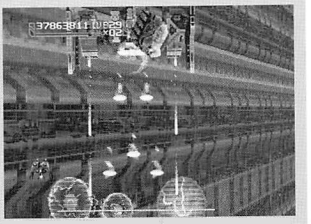
Part	Location	Durability: 700, 800, 1000	Destruction Rate: 20%, 30%, 50%
Unit 1, Unit 2, Unit 3: Split Missile, Small Missile, Guided Missile, Large Missile, High-Speed Missile		16	
		2	
		8	
		20	
		11	

*Note: Unit 1, Unit 2, and Unit 3 each score 10,000 points. All other parts score 0 points.

LUNAR-C Score board DESTRUCTION BONUS 10000





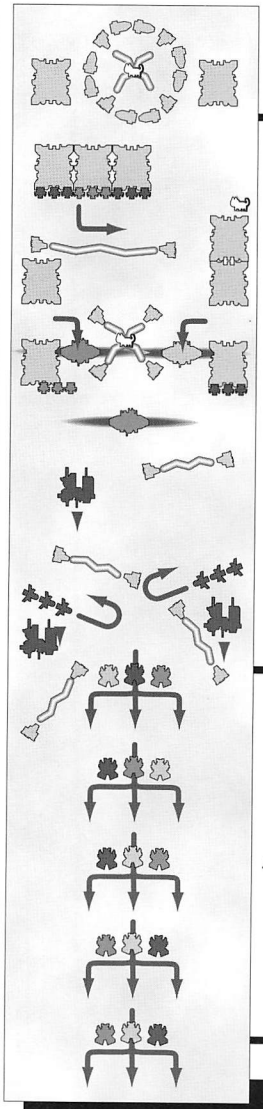


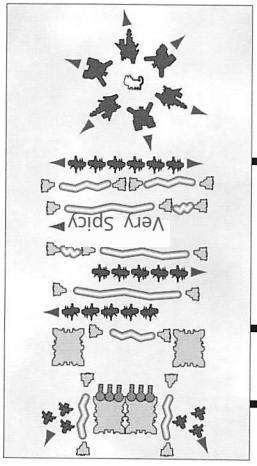
Unit 2 should destroy the splitting missiles fired from Unit 1 to accumulate the Sword Gauge. If the weapon is strong enough, you can defeat it with Weapon A alone. Be careful of the high-speed missiles, which create a blast upon impact, more so than the bullets from Unit 3.

STAGE-4B

EVASION

2521A.D. 7.13 12:26
descent point: the water way 13-ward





Stage Overview

A key characteristic of this stage is the presence of numerous indestructible electromagnetic barriers that temporarily shrink when attacked.

Inevitably, this stage involves creating your own path by shooting these electromagnetic barriers. However, simply shooting the barriers makes it difficult to score points, as you'll end up defeating the enemies that appear around them.

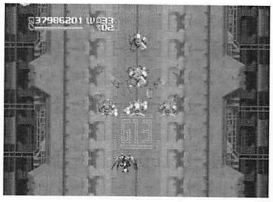
Target score: 700,000 points

POINT A

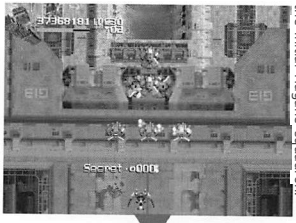
Defeat the Red Hagane and prepare for the Red Chain

In this stage, the goal is to aim for the red chain, but the number of red enemies that appear here allows for two to be missed. By taking advantage of this, you can aim for a strategy where you first get the secret bonus with the initial Hagane formation, and then start the red chain.

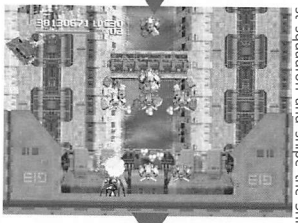
First, the Hagane formation that appears consists of red, blue, and yellow units descending in a horizontal line five times. Get the secret bonus with the first three units, and then target only the red ones from the next three. However, make sure not to defeat the red Hagane in the last three units to adjust the chain count.



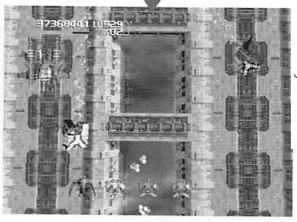
The color arrangement of these Hagane is determined randomly.



Aim for the secret. First, the initial Hagane squadron.



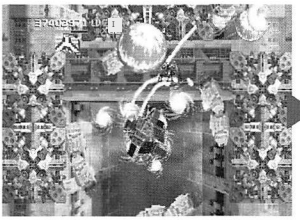
From the next squadron, it's the red Hagane. Ignore the last squadron and snipe the Shike. It's okay to wait.



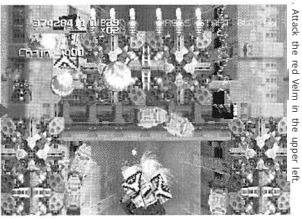
Enemy Characters Appearing

POINT: Snipe the Velm on the right side with Weapon C.

Here, first, focus on Meli Go-right-chan in the center and use weapons B+C to make it appear. Then, attack the circular upper-right electromagnetic barrier with B+C to create a path, and attack the three red Velm units on the upper right of that path with weapon C. Next, head towards the upper-left of the circle and escape from there.

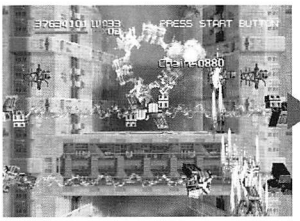


Attack the red Velm on the upper right.



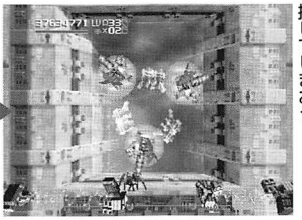
Then escape from the circle formation. Attack the red Velm in the upper left.

POINT: Aim at Bee-win from the front with weapon A.



Electromagnetic barrier before Bee-Wynn

While passing through A...



Take aim from the front of the 1st formation.

These Bee-Wing squadrons will flee once their vertical coordinate is somewhat close to your own ship. This means it's difficult to attack with Weapon C, so it's better to attack head-on with Weapon A. Create a path with the electromagnetic barrier while carefully avoiding enemy lasers, and defeat them in order.

STAGE BOSS 17VA-50

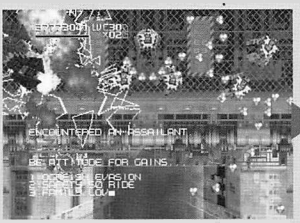
17VA-50 is protected by numerous turrets and large helicopters. These turrets have a destruction rate set, so you cannot achieve a perfect score unless you defeat all of them (50 units including the main gun). To prevent the boss from self-destructing, efficiently reduce the number of targets by using weapons that can attack multiple targets, such as Weapon A+B or B+C.

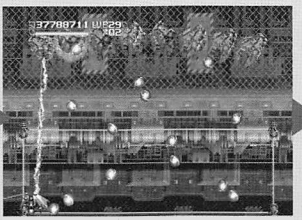
17VA-50 Score Table

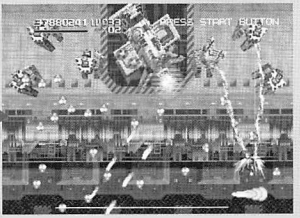
Part Location	Durability	Destruction R
Pink Bullet Tank	50	ate: 2%
Laser Cannon Tank	100	2%
Color Ball Tank	120	2%
Large Helicopter	300	2%
Main Cannon	600	2%

*The score for the main cannon and large helicopter is 10,000 points. The score for each tank is 0 points.

DESTRUCTION BONUS 20000







In the first pink bullet tank area, use Hyper. During this attack, the opposite side of this location is safe. In the final stage, rather than attacking both sides of the main body simultaneously, it's better to concentrate the attack on one side. Use the tactic of charging the Sword and then using it. All areas. After that, attack with Weapon A+B.

STAGE-4C

EVASION

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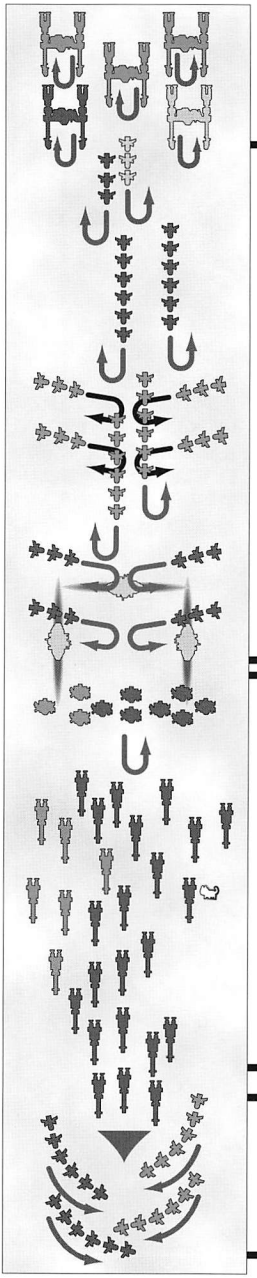
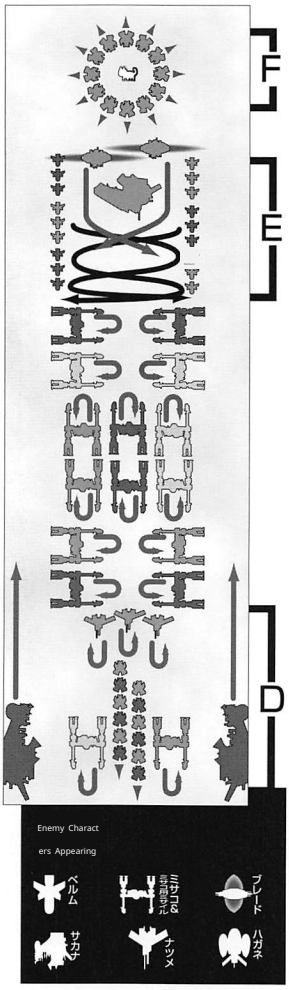
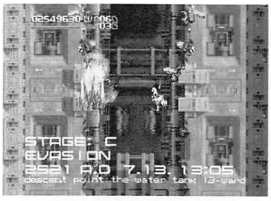
Descent point: Water Tank Ward 13







If you have余裕 (room to spare), attacking the Red Velm before attacking the Blue Velm will earn you a small amount of score.

Stage Overview

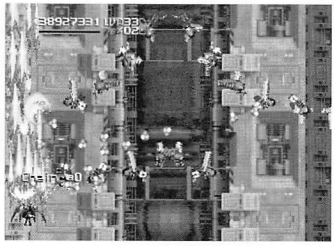
This stage features aerial combat with no obstacles, but its intensity is unmatched compared to previous stages of this type. Many large enemies appear, and progressing normally will likely lead to death. Establishing a strategy, including understanding enemy bullet patterns and safe zones, is undoubtedly the key to clearing it. Target score: 1,300,000 points.

POINT: Attack the Blue Belm

This stage is probably the only one in the entire game where you'll aim for a full blue chain bonus. However, even though the color is different, the basic gameplay remains the same as with red or secret chains. Just be careful not to accidentally shoot other colors since you don't usually aim for blue.

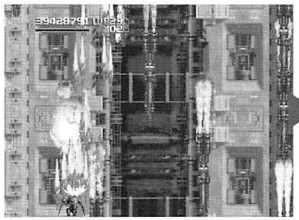
First, with the initial red and blue Belm squadron, align your ship with the left edge of the screen to ensure only the blue squadron approaches, then wipe them out all at once with Weapon A. The enemies will fire pink bullets, so if your Sword Gauge isn't at MAX, try to charge it here.

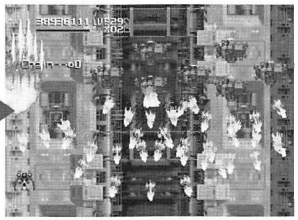
The Blue Velm squadron can be easily defeated by attacking from this position. Move your own ship little by little to avoid the pink bullets.



POINT: You don't have to attack with the missiles.

Even if you destroy the red and blue missiles... It won't affect the chain.





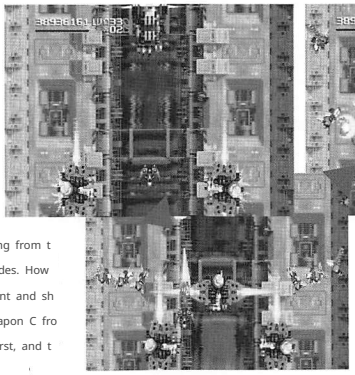
The next area is a missile zone for the red and blue Misako, but these missiles are fired by the Misako while they are off-screen. In other words, the next blue Misako will appear directly above where the blue missiles are flying. Note that these missiles are worth 0 points and are not related to the chain, so there is no need to attack them.

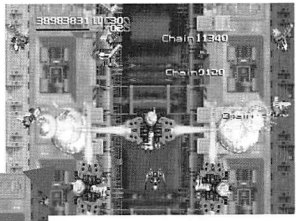
POINT C Enter the inside of the blade and attack the light blue Velm.

In this area where three yellow blades appear, move your ship into the area surrounded by the blades to prepare for the next red and blue Velm squadron that will appear.

When blue Belms appear from the front, defeat them by rapidly firing single shots of Weapon A from below the laser part of the front blade. Furthermore, for blue Belms that appear simultaneously from the left and right, fire Weapon C, aiming from the gap between the front blade and the left and right blades. However, at the same time, red Belms will appear from the front and shoot pink bullets, so do not be in the firing position for Weapon C from the beginning. Instead, let them shoot the pink bullets first, and then move to the firing position.

Move to this position at the same time as the blades appear.



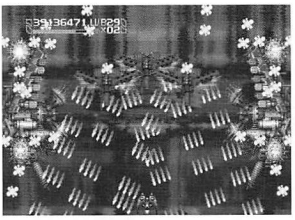


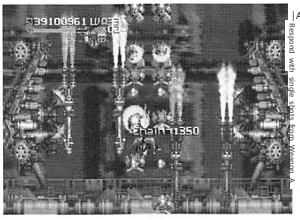
Avoid the pink bullets and snipe with Weapon C from this position.

Attack the blue Velm coming from the front with Weapon A from here.

POINT: Defeat Hagane, and evade Sakana and Yatsume.

It's completely safe here. The attacks from Sakana and Yatsume

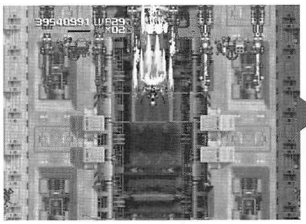




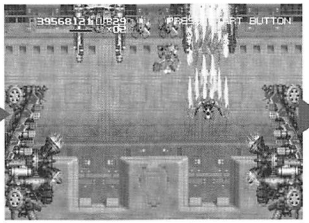
Red

this area where red fish attack from the left and right, and three red lamprey units attack from the front, the safest zone is at the very bottom center of the screen. After defeating the blue Hagane and blue Misako that appear ahead, immediately place your aircraft in this safe zone and wait out their attacks. The formation of red and blue Hagane can be dealt with using single shots from Weapon A.

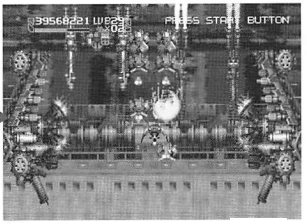
That should be fine.



After the Blade departs, head towards the blue Misako attack that appears from the top center of the screen.



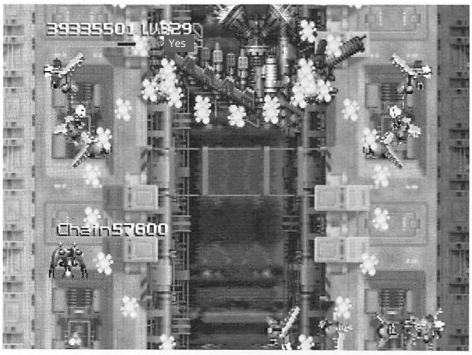
Next, move to this position and attack the blue Misako with Weapon A's rapid-fire.



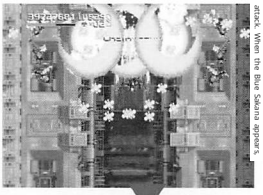
After destroying the Blue Misako, head towards the Red and Blue Hagane formation, and attack only the Blue Hagane.

POINT E Defeat the Blue Sakana immediately and intercept the Velm formation.

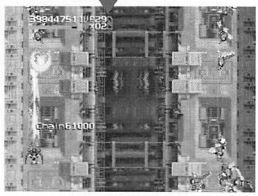
In this area, be prepared for a combined attack from the Blue Fish and Red/Blue Velm formations. First, the Blue Fish will appear from the top of the screen, so defeat them quickly before they fire too many bullets. Then, intercept the next Red/Blue Velm formation from the left side of the screen for an easier time.



If you get shot by the Blue Fish, you'll have to focus on dodging like this. Inevitably, dealing with the Blue Velm formation becomes difficult.



Approach and destroy them with a quick attack. When the Blue Sakana appears,



Let's attack the Blue Verm. After that, around this area of the screen.

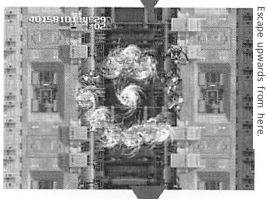
POINT L - Blue Hagane Formation and Merry-chan

When the last Blue Hagane formation appears, position your ship in the center of the screen beforehand. If surrounded by Hagane, use Weapon B+C to summon Merry-chan. After that, escape through the gap in the upper right of the Hagane formation, circle around to the top of the formation, and attack using Weapon A+C.

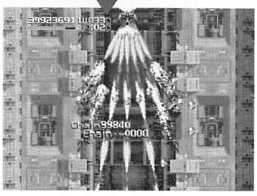
You can destroy all of them.

Once your own unit in one location Blue Hagane Daimidara is destroyed at

Like this



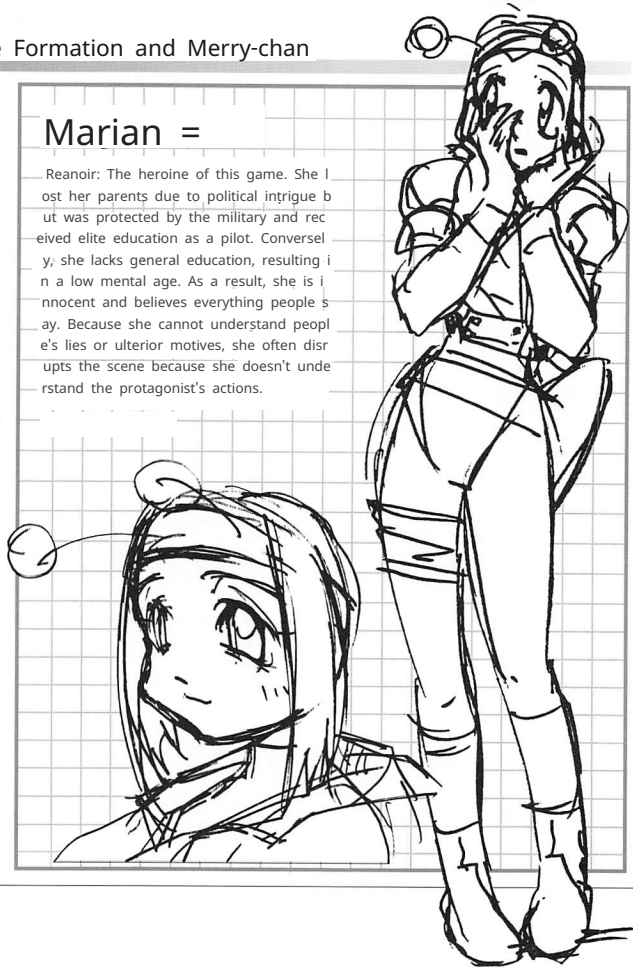
After releasing Merry-chan, Escape upwards from here.



After that, use Weapon A+C. Attack like this.

Marian =

Reanoir: The heroine of this game. She lost her parents due to political intrigue but was protected by the military and received elite education as a pilot. Conversely, she lacks general education, resulting in a low mental age. As a result, she is innocent and believes everything people say. Because she cannot understand people's lies or ulterior motives, she often disrupts the scene because she doesn't understand the protagonist's actions.



STAGE BOSS

DAN-564

DAN-564 Score Sheet

Part Location	Durability	Destruction Rate
Parts: Pa	510	5%
rt 1, Par!	510	5%
t 2, Part	510	5%
3, Part 4,	510	5%
Part 5,	510	5%
Part 6, P	510	5%
art 7, Pa	510	5%
rt 8, Part	510	5%
9, Head	510	5%
	2800	55%

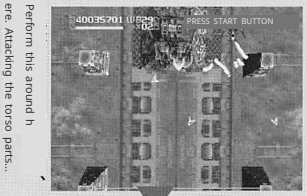
*Note: All part scores are 10,000 points. The durability of each part is based on Saturn Mode; in Arcade Mode, parts 1-9 have a durability of 400, and the head has a durability of 1500.

DESTRUCTION

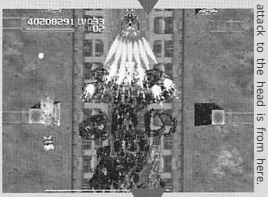
Bonus 30,000

The DAN-564, a formidable enemy, not only poses a significant challenge but also offers an advantage in scoring. This is because attacking with Weap on B+C allows you to continuously gain weapon bonuses from the remainin g hitboxes after destroying the torso, without reducing the boss's overall du rability. It's more advantageous to repeatedly use B+C until the boss self-des tructs rather than simply attacking the head for a normal defeat. High-score seekers may want to consider this strategy.

When defeating it normally, the approach is the same as the scoring pattern until the torso is d estroyed. Afterward, you attack its weak point, the head, but after a while, it transforms into a sph ere and launches a fierce attack with missiles, radially scattered bullets, and black bullets with pink bullets attached. When the black bullets with pink bullets are fired, use the sword to erase the pink bullets to charge the gauge, and don't forget to use the Hyper Sword.

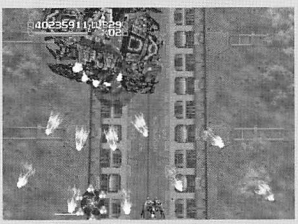


Perform this around h ere. Attacking the torso parts...

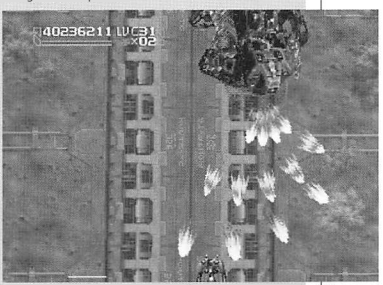


With weapons A+C. The attack to the head is from here.

Even during the extremely thick laser atta ck, continue attacking around this area.



After transforming into a sphere, primarily avoid the missiles and black bullets with pink bullets while att acking with Weapon A.



If you take more time, this attack will change. Th e bullets move slowly, so you should be able to avoid them easily.

STAGE-4D EVASION

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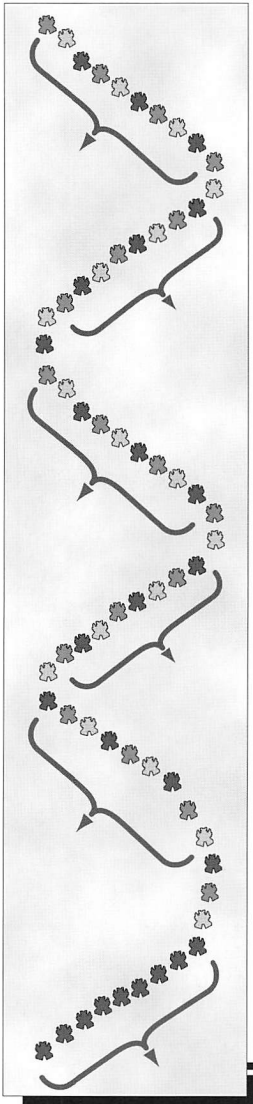
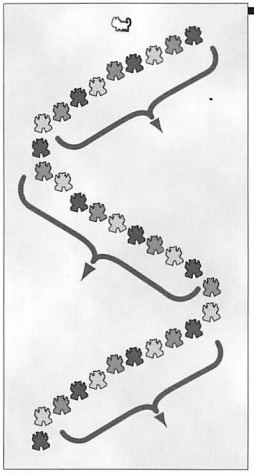
descent point : west central 1st layer





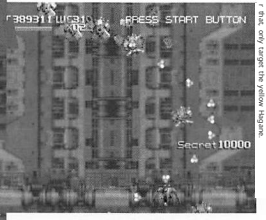
Stage Overview

This stage also features an aerial battle-only pattern. From the very start until the boss appears, the Hagane squadron relentlessly attacks without a moment's respite. Here, it's possible to aim for a secret bonus, so maintaining concentration is crucial. In any case, failing the chain midway results in a loss of up to several hundred thousand points, so failure is absolutely unacceptable. Target score: 600,000 points.

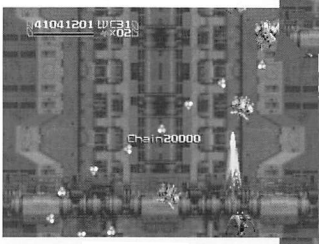
POINT: Aim for Secret Combos with Precision

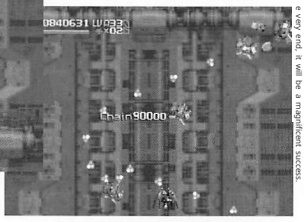
This Hagane squadron initially consists of 8 red units, followed by red → yellow → blue in sequence. After defeating the initial 8 red Hagane, let the yellow ones pass, defeat the blue ones, and then connect to the yellow ones. A total of 29 yellow Hagane will appear, ultimately granting a bonus of 90,000 points.

First, attack 8 Red HAGANE units in a row. Use Weapon A. However, be careful not to shoot too much here and destroy too many of the subsequent Yellow or Blue units.



Attack by pressing the A button on Epson only. Be sure to target the yellow Hagane.





If this score is entered at the very end, it will be a magnificent success.

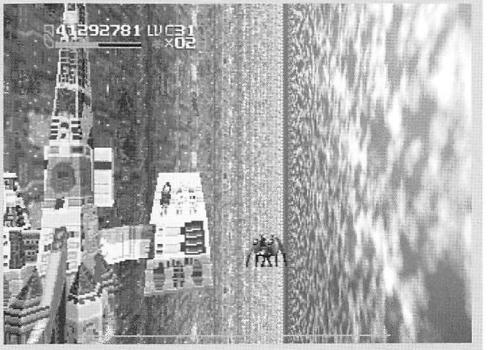
Next, attack to aim for the normal secret bonus.

Attack to aim for the normal secret bonus.

Enemy Characters Appearing

STAGE BOSS PENTA

A similar (copy) of the space cruiser that is your own ship's mothership. Its attack methods are divided into two systems. Initially, the cruiser attacks alone with lasers in all directions. This attack is slow, and it's safe to attack from a distance with Weapon C. The second phase involves attacking with two Silverguns, identical to your own ship, as escorts. This attack method is basically the same as your own, and the attacks themselves are very diverse and intense. Even though it's the same weapon you usually use, it's the first time you've been attacked with it, so let's reconfirm the characteristics of each weapon.



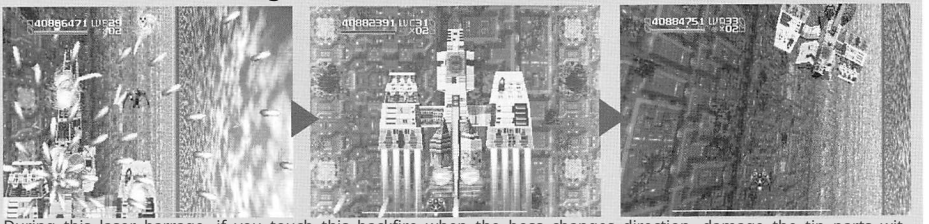
PENTA Scoreboard

Part Location	Durability	Destruction Rate
Tip Part	1000	20%
Side Booster	800	20%×2
Body	3800	40%

DESTRUCTION BONUS 50000

*Each part is worth 10,000 points.

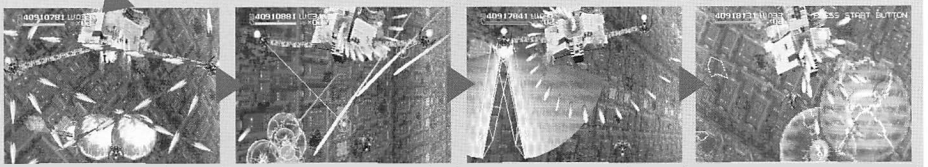
Before Radiant Silvergun



During this laser barrage, if you touch this backfire when the boss changes direction, damage the tip parts with C or B+C. Be careful, as you will be defeated instantly. Discard it, and Silvergun will appear.

After Silvergun appears

During this attack, the base of the boss uses lasers and homing missiles. When it uses spread shots, the blast from this homing plasma becomes an unexpected safe zone. Move widely to avoid it. Be careful and avoid them. The green lines have no hit detection.



For back wide attacks, pay more attention to missiles than bullets.

During the Bomb Hyper Sword with Lock-On Spread, the hit detection only applies to enemies to the side. It's very dangerous if you're too close.

The blast caused by the final kamikaze attack is enormous, so don't get caught in it.

STAGE-4E

EVASION

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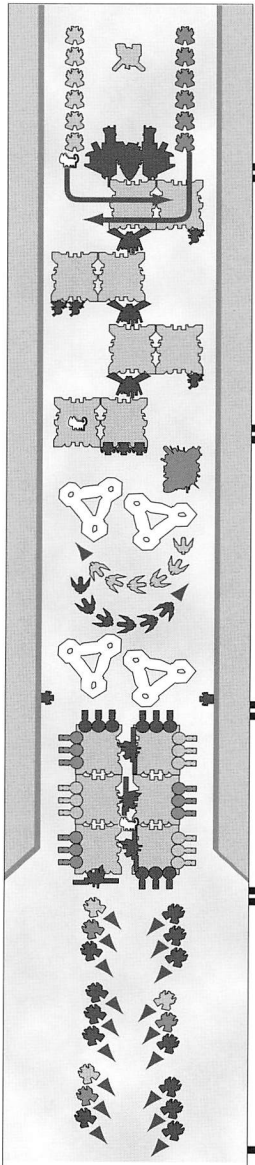
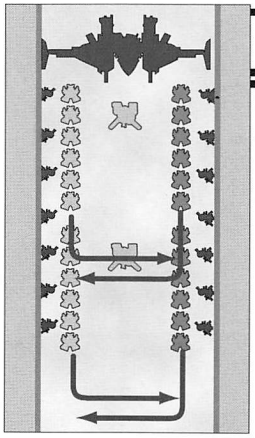
descent point : west central 2nd layer





Stage Overview

This stage is probably th e most difficult in terms of terrain traps. Depending o n how you defeat the ene mies, the passage may be blocked, leading to unavoid able defeat. If you approac h it with the same mindset as previous stages, simply defeating enemies as they appear, you're in for a rud e awakening.

Target score::: 1,200,000 Pts

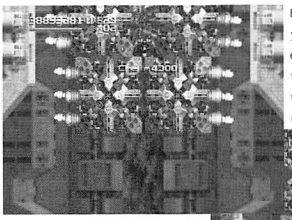
POINT: S[A]pe the Red Steel

In this stage, you need to aim for the red chain bonus fro m the start, so you must snipe only the red steel formations that appear first. Fur thermore, use the pi nk bullets fired here to fill up your Sword Gauge. This is beca use you will definitel y need it at point C.

Enemy Charact ers Appearing

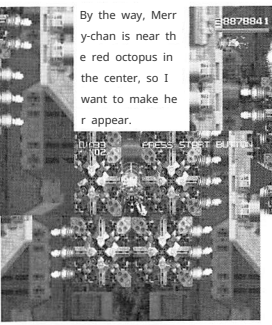
POINT: Destroy the Octopus and get Merry-chan

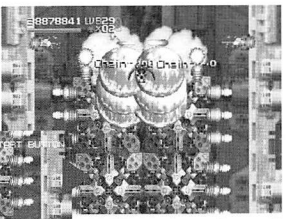
This terrain is structured so that destroying the red octopus in the center causes the terrain on either side to stick together. Here, first destroy the six red turrets attached to the lower terrain, and then immediately dive to just below the octopus. Then, destroy the octopus, and as the terrain begins to close, immediately rise to just below the upper red octopus. After that, just repeat the same process twice until you escape into the passage.



Defeat the red octopus from this position, and immediately slide to directly below the red octopus above. Be careful not to accidentally ram into the red octopus.

By the way, Merry-chan is near the red octopus in the center, so I want to make her appear.

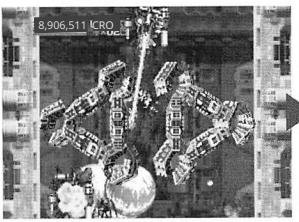


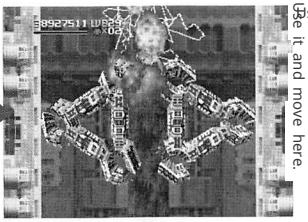


When exiting the last red octopus area, if you go up while repeatedly using Weapon C, it will destroy the feather turrets near the exit.

POINT Use the Hyper Sword on the triangular moving terrain

First, this small Births with Weapon C, and then immediately use the Hyper Sword to destroy with Bomb C



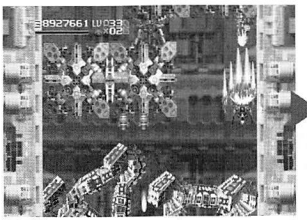


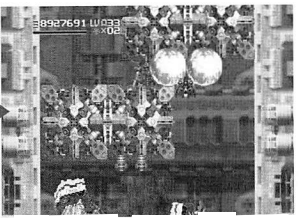
Use the Hyper Sword to destroy the upper small crafts. Use it and move here.

At this indestructible triangular moving terrain, two small crafts appear from the bottom of the screen, and small crafts emitting rotating lasers appear from the top. First, quickly destroy the lower small crafts with Weapon C, and then immediately use the Hyper Sword to destroy the upper small crafts.

POINT: Survival depends on how you attack the octopuses

The red octopus area at this point is the only terrain in the game that can completely lead to a dead end. Here, if you destroy the red octopuses, the terrain above them will fall and merge with the terrain below. This means that if your ship is still on the lower terrain at this point, you will be caught in the scrolling and lose your ship unless you use the Hyper Sword. Players who come to this stage for the first time will almost certainly make this mistake at least once.

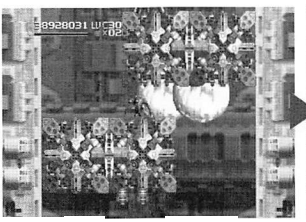


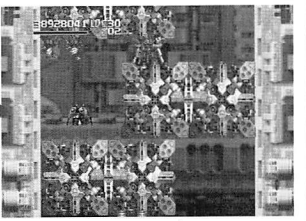


Before attacking the Red Octopus, approach it to about this point while also remembering to attack the missiles to the side.

Use Weapon C, etc., to attack.

To prevent this, the absolute condition is to never attack the red octopuses from a distance, but always from nearby. And once the red octopus explodes, you should immediately slip through the passage that the red octopus had been blocking. If you hesitate even slightly to pass through the passage, you will be crushed by the terrain while passing through. However, once you get used to it, it's not a difficult trap.



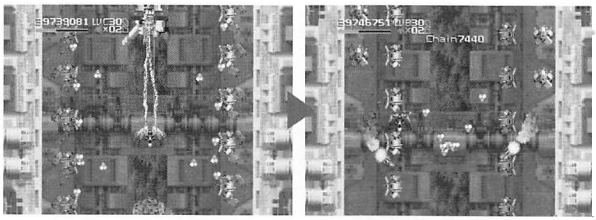


Destroy the red octopus, and when the terrain starts to move, quickly escape to the other side.

You'll succeed if you reach this state. Once you've established a pattern, you won't be defeated.

POINT: Attack only the red Makno with weapons A+B.

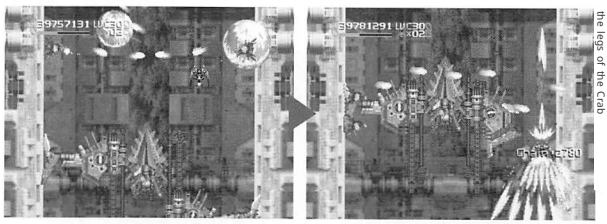
Destroy the Makno in front beforehand. The left and right Hagane will descend.



Here, the pattern of red Makuno appearing from the upper center of the screen, and blue and yellow Hahagane appearing from the upper left and right of the screen, repeats three times. Here, defeat the red Makuno first with Weapon A or A+B, and then evade the blue and yellow Hahagane coming from the left and right. Make sure not to attack the Hahagane.

POINT: Escape the crab's legs and move to the bottom of the screen

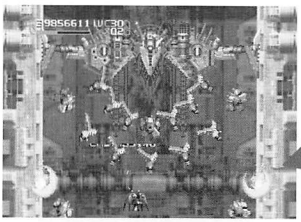
After the Makuno and Hagane formations, the mid-boss Crab appears from the bottom of the screen. At this point, it cannot be destroyed even if attacked, so time your movements to avoid its legs and move your ship to the bottom of the screen. Of course, destroy the red mites that appear along the left and right walls.



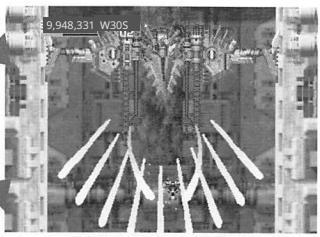
Rapidly fire weapons A+B at the legs of the Crab

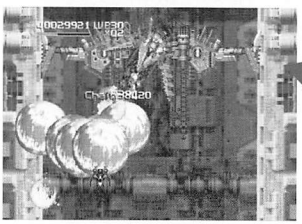
Use POINT G Club to Earn a Large Number of Red Chains

This mid-boss club is actually a perfect enemy for aiming for red chain bonuses. It spews out a large number of red Velms twice here, so if you properly maintain the chain bonus throughout the stage, you should be able to earn 500,000 points from this section alone. Furthermore, the chain can be continued up to the boss CA2-EKZO that appears after this, so those aiming for a high score should absolutely avoid breaking the chain here. Also, if the red chain breaks right after this mid-boss starts attacking, and you then reconnect the chain with this club and the boss,



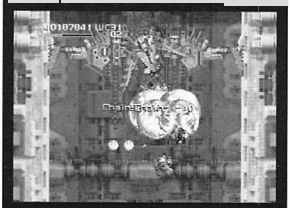
Although getting a red chain in the Crab stage is hopeless, chaining at the boss can recover up to the maximum 100,000 points. Therefore, even if the chain is broken, you shouldn't give up on a high score.





This club initially uses a pattern of red and blue Velm and yellow Hagane, followed by a spread laser attack, and then a pattern of red Velm and blue Hagane. Chain earning is only possible up to this point, so after that, just attack and defeat it.

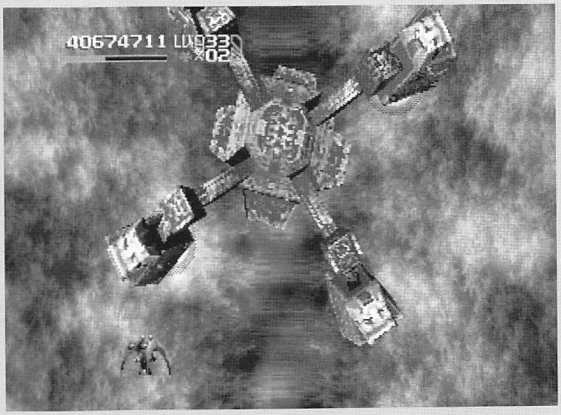
Regarding the indestructible Hagane, in the battle against this club, there is an attack pattern where it continuously spits out red Velm and blue Hagane. You can earn red chains by repeatedly firing Weapon C here. Normally, you would defeat the blue Hagane as well, breaking the chain, but the blue Hagane here is invincible because it doesn't remove its armor. It won't interfere with the chain. However, since you are repeatedly using Weapon C here, the explosions make it difficult to see the blue Hagane. Be careful not to get hit.



Even in the initial attack pattern, indestructible yellow Hagane appear. Pass through these gaps and defeat the red Verm.

STAGE BOSS CA2-EKZO

The only stage boss that allows you to continue the chain bonus from its stage. It spawns weak p oint cores and colored turrets from the top, botto m, left, and right of its main body, allowing you t o earn hundreds of thousands of points by contin uously destroying the red turrets until just before self-destruction. However, the locations and numbe r of times these turrets appear are random, so it's best not to expect too much. If you choose to d efeat it directly, be aware that the boss is compos ed of many durable parts, so destroying it can be time-consuming. Especially the containers, as it's difficult to confirm their destruction, so be careful when aiming for a perfect score. P arts location



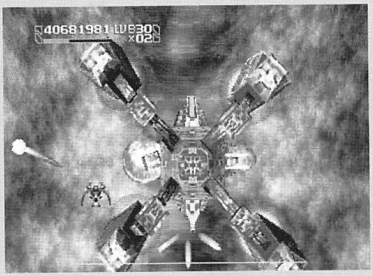
	Durabil	Destruc
Core	ity 100	tion R ate 2
Leg 1 Leg	0 1000	0% 10
2 Leg 3 Le	1000	% 10
g 4 Contai	1000 1	% 10
ner 1 Cont	000 10	% 10
ainer 2 Co	00 100	% 10
ntainer 3 C	0 1000	% 10
ontainer 4	1000	% 10%
Turret		
	100	0%

CA2-EKZO Score Table

DESTRUCTION BONUS 100000

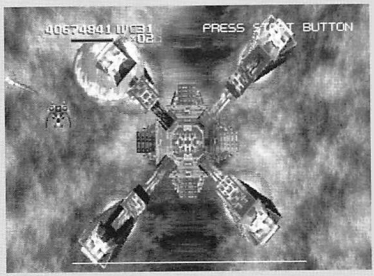
※ The turret scores 2000 points. All other parts score 10000 points each.

When the legs are extended



When the red turret appears, target the silicon Dai-chi

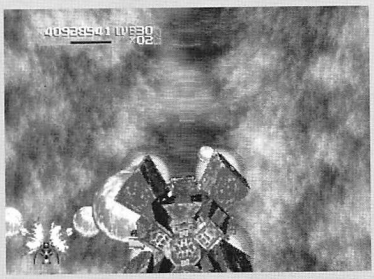
Be careful not to take damage.



When the legs are retracted

Those aiming for chain should attack during the exposed rotation.

Try to destroy it like that. Afte r the second rotation, hit it with Weapon C's explosion, and this boss will self-destruct.

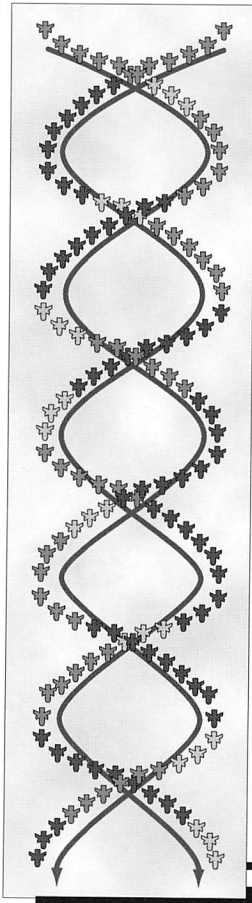


STAGE-5A

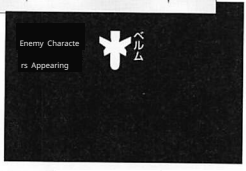
VICTIM

2521A.D. 7.13 15:30

Descent Point: E.D.A. Headquarters



A



The stage configuration is short, and the only enemies that appear are Velm formations. Here, 40 red Velms will appear before the next boss battle. You'll want to destroy as many as possible. For beginners aiming to just clear the stage, simply keep firing Weapon A and you should be able to proceed without any trouble.

Stage Overview

Commonly known as the battleship stage, Stage 5A is where you can earn the highest score in the game. However, to do so, you need to create a chain bonus pattern that is far more advanced and longer than in other stages. In Saturn Mode, an original boss also appears. Target score: 10,000,000 points.

POINT: The spot to perform a s... with precise timing is where the red Velm appear clustered together, attacked by the explosion of Wea...

A

Only these Velm formations appear before the boss. Here, target only the red Velm, primarily attacking with single shots of Weapon A or the Radiant Sword. There are occasional spots where red Velm appear clustered together, so use normal rapid-fire with Weapon A or the explosion of Weapon C to deal with them.

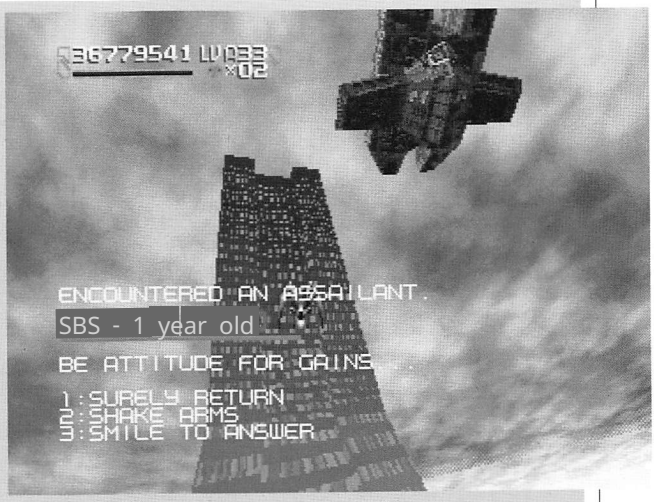
C.

Son = Tengai

A seasoned and valiant TETRA captain. He possesses abilities comparable to Chief Igarashi but holds his current position due to past events. He has a stubbornly unyielding personality. He is recognized as an authoritative figure, having been involved in the development of the Silvergun.

STAGE BOSS

In this SBS-130 boss bat tle, hundreds of Belm units of each colo r appear. Among them, if you perfectly conn ect the red chain from the beginning of the stage, you can earn over 10 million points.



The boss's attacks are divided into two forms. In the first form, the boss fires gui ded lasers from its front, and formations of 3 Belm units of each color appear. Her e, avoid the guided lasers and attack only the red Belm formations. If you have ro om to maneuver, use the Radiant Sword to charge the sword gauge with the pink bullets fired by the Belm formations. Final ly, destroy the missiles that appear with t he Hyper Sword to earn points. In the second form, the battle inside the boss, u se Weapon A's single shot and the Radia nt Sword to relentlessly attack only the re d enemies, connecting chain bonuses.

If you defeat an enemy of another color even once here, SBS-130 score table. If the chain is broken, it is better to switch to the red, blue, and yellow secret bonuses. However, in the ear ly stages, it may be better to aim for the red chain bonus again.

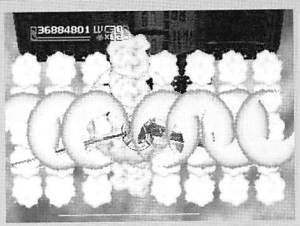
DESTRUCTION BONUS 100000

Part Location	Durability: 30,	Destruction Rate: 4
Phase 1 Main Body, Phase 2 Main Body	007,000	0%-60%

*The main body scores 10,000 points in both phases. Missiles in Phase 1 have a durability of 30 and score 10,000 poi nts. Missiles in Phase 2 score 50,000 points in Saturn Mode and 0 points in Arcade Mode.

Phase 1

In this first phase, the Belm formations appear alternately from the left and right, with 3 unit s each of red, yellow, and blue. This means the red Belms you should target also appear in alter nating order from left and right. Therefore, move your ship towards the direction where the red Belm formation appears, and after destroying the red Belm, move in the opposite direction, repe ating this action. At this time, be sure to destroy the pink bullets fired by the Belm formations t o charge your Sword Gauge. After the Belm formations finish appearing, missile formations wort h 10,000 points each will appear 3 times. Attack with Weapon C for the first 1-2 times, and use Hyper Sword on the last, third wave. It is crucial to use the Hyper Sword in this missile zone an d never carry it over to Phase 2. The reason for this will be explained below.

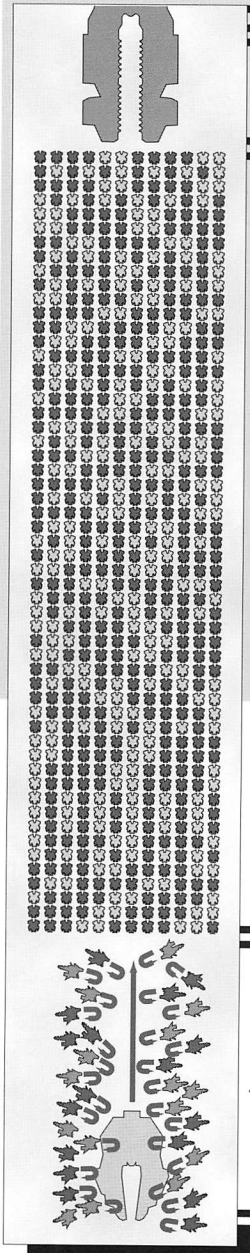


If the Hyper Sword is charged, be sure to use it here.

Phase 2

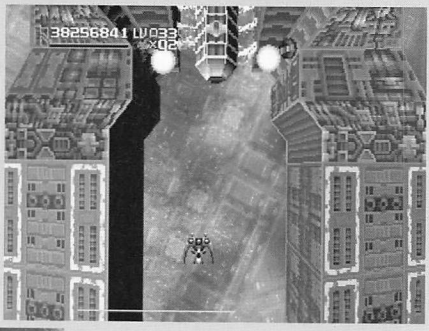
In the second form, the Belm Grand Fleet, which takes place in the enclosed space inside the boss, you' ll primarily use Weapon A for single shots or swing the Radiant Sword widely in its Thor state, and basicall y not use other colors. C leaves behind explosive blasts and has the potential to defeat enemies. Here, att ack the red enemies with short sw ings. Using the Hyper Sword, which attacks a wide area, is out of the q uestion. Here, only attack with A or the sword when red enemies ap pear, and otherwise concentrate on dodging. Furthermore, with the sw ord, you should only press the button for a moment, keeping the swo rd's trajectory to about 1/4 to 1/5 of your ship's circumference, minimiz ing the attack range as much as possible.

When the boss trembles, the walls close in immediately af ter. Evacuate to the wall that is not trembling.



STAGE BOSS SBS-33KI

This boss fight, or iginal to the Saturn mode, features a r elentless barrage of attacks until you rea ch the main body. F urthermore, due to the randomly gener ated enemy formati ons and turrets, the composition tests t he player's reflexes more than pattern memorization.



SBS-33KI Score Sheet

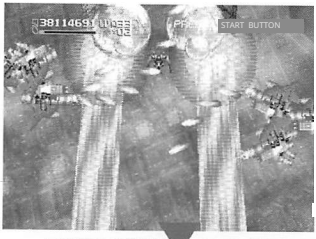
DESTRUCTION BONUS 100000

*Each part and the Kanten-Dan (gelatin bullet) scores are all 10,000 points.

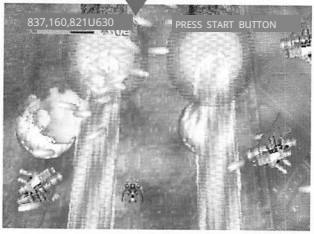
Part Location	Durability	Destruction Rate: 20% / 60% each
Wave Cannon Unit (2 cannons)	12,004,000	
Body		
Kanten-Dan (Agar Bullet)	50	

POINT: Destroy the Wave Cannon and prepare for bonuses

The primary attack weapon here i s basically Weapon C. While attacking at close range to the Wave Cannon unit, continue to evade the lasers fir ed from the left and right laser grou ps with small, precise vertical movem ents. Furthermore, before destroying the Wave Cannon unit, remember to destroy one red and one blue laser e ach to aim for the secret bonus of t he steel squadron that appears at poi nt B after the unit is destroyed. Ther e is also a method of destroying only the red lasers and aiming for a red chain in the next steel squadron, but the former yields more points. Howev er, the latter is less difficult, so I wan t you to choose a method that suits your skill level as a player.



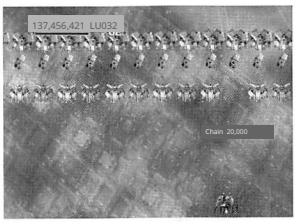
The Wave Cannon unit is like this. Let's attack with two at the same time.

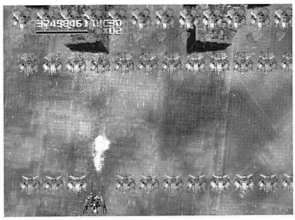


Enemy Charact ers Appearing

POINT: Discern the target color from the swarms of Hagane.

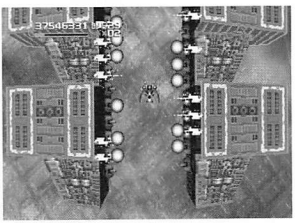
Here, formations of 12 red and yellow Hagane, filling an entire horizontal line of the screen, appear a total of 56 times. Depending on the strategy chosen earlier, you'll attack either the red or yellow Hagane with Weapon A's single shot. However, the arrangement of red and yellow in each formation is random, so a clear pattern cannot be established. The number of red and yellow units in each formation is either 6 red and 6 yellow, or 8 red and 4 yellow, with red being more numerous and easier to defeat. This is why targeting red is simpler.





POINT: To get through the indestructible laser turret zone,

observe the signs of the turrets firing lasers and decide which direction to move.



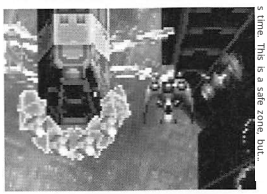
The laser turrets that attack from the left and right when entering the boss's interior are indestructible. Therefore, you have no choice but to keep dodging until this attack ends. Here, the main way to avoid damage is to position your ship near the center of the screen and, if you see a sign of an attack from a laser turret, move to the horizontal position of a turret that is not firing a laser. However, which of the laser turrets will attack is determined randomly. Therefore, sometimes all the turrets around your ship may attack at once. In this case, the only option is to align your ship between the lasers. Even if it looks like you're hit, your ship's hitbox is smaller than it appears, so it is possible to evade.

POINT: How to Deal with the Boss's Two Types of Attacks

This boss switches between scattering bullets and lasers by rotating its main body. There are two ways to deal with the scattering bullet attack: defeat them to earn points or stay in a safe zone. At this time, you should also try to charge the Sword Gauge with the pink bullets fired simultaneously. During the reflecting laser attack, it combines thin reflecting lasers and extremely thick lasers, so place your ship near the center of the screen and avoid them by moving up and down. If you see signs of the extremely thick laser, retreat to the left or right edge of the screen.

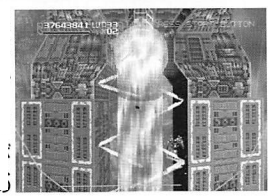
Scattering Bullet Attack

To earn points with the scattering bullets, create a wall of explosions in front of your ship with Weapon C, and then destroy the enlarged bullets with Weapon A. However, be careful, as you may be overwhelmed and crushed if you continue for too long. It is effective to position your ship upwards in advance and perform this while moving downwards.



Reflecting Laser Attack

The reflecting laser attack changes in length and quantity of lasers between the first and subsequent attacks. However, the method of evasion remains the same for both patterns: move your ship up and down near the center of the screen. If you've been charging pink bullets during the 'kanten' bullets, use them for emergency evasion.



Gai Igarashi

Selfish and simple-minded, but with great initiative, he's the crew's leader. He deeply respects his father, the Director-General. He seems to get along quite well with Leana.

STAGE-6A

THE ORIGIN

2521A.D. 7.13 17:10
descent point: the orbit satellite b3

Stage Overview

In Arcade Mode, Stage 6A features only the boss XIGA. Target score..... ... In Saturn Mode, 5 bosses await. Moreover, this... The destruction rate of these bosses is not independent for ea ch one. You can only get one perfect bonus by perfectly destro ying all five of them.

3,600,000 Points

Target Score at Completion:
26,260,000 Points

STAGE 1 BOSS W(——)W

Despite being a boss, the main body it self has no attack power and low durabilit y. However, if you attack the seemingly gl owing red, blue, and yellow options that a ppear immediately after the boss appears, they will summon enemies to counteratta ck. Moreover, the number of counterattack s changes depending on which color optio n you destroy in which order. Naturally, yo u can earn more points by causing three counterattacks, but to do so, you must att ack the red option for the first two times. If you start with blue, you'll get a maxim um of two counterattacks, and if you start with yellow, it will end after just one. The se options orbit the boss body at high spe ed and in irregular movements. When atta cking, use single shots of Weapon A to ma tch the movement of the options.

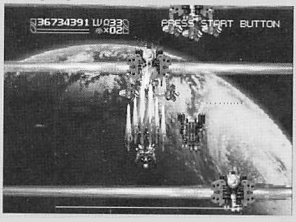
撃ち

W(--) W Scoreboard

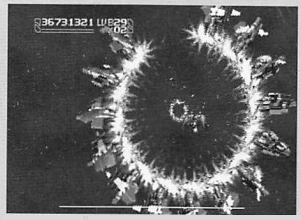
Part Location	Durability	Destruction Rate 5%
Body	100	
GUNEX	1900	0%

*Each part is worth 10,000 points.

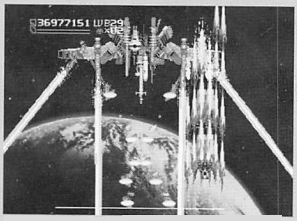
W(--) W Attack Pattern



This pattern occurs when you initially shoot t he red orb. Here, destroy only the red Velm. The Super Blade retracts its laser when hit by a bullet, so pass through that opening.



Twice with red, or this pattern if it's blue first. The laser fired by Reza here always has ga ps. Dodge through those while steadily attac king with Weapon B or A, or A+C.



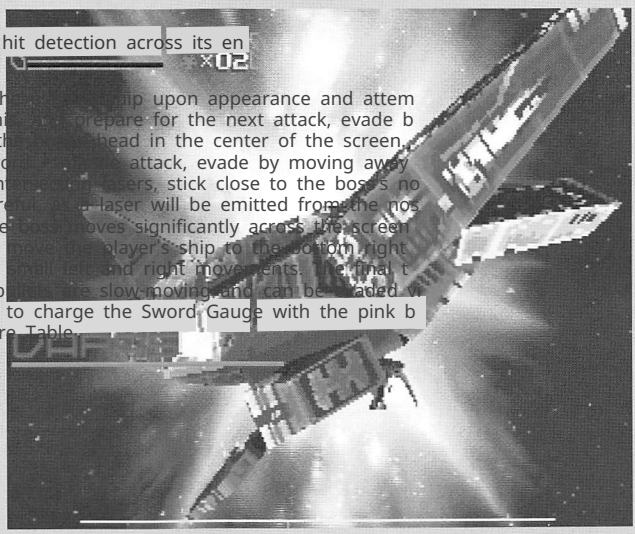
You can dodge GUNEX's lasers and regular bullets by moving your ship up and down near the center of th e screen. The napalm fired once every four lasers ca n be avoided by moving left and right.

STAGE BOSS 2 VARAS

This shark-type boss, VARAS, is unique among bosses.

It is one of the few that has hit detection across its en
tire body.

Its attacks include chasing th ip upon appearance and attem
pting to ram it. To counter thi repare for the next attack, evade b
y drawing small circles near th head in the center of the screen.
For the subsequent Hyper Swo attack, evade by moving away
from the head. For the two in ers, stick close to the boss's no
se and use Weapon C. Be car laser will be emitted from the nos
e during this attack. When the oves significantly across the screen
and fires bullets from its tail, player's ship to the bottom right
of the screen and evade with nd right movements. The final t
wo types of lasers and pink b e slow-moving and can be evaded v
sually. It's also a good idea to charge the Sword Gauge with the pink b
ullets at this time. VARAS Score Table



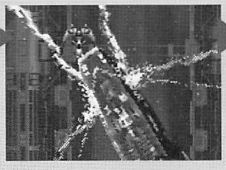
Part Location	Durability	Destruction Rate 10%
Body	3000	

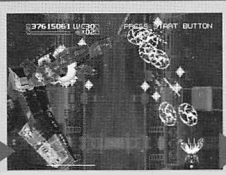
* The main body score is 10,000 points.

VARA Attack Pattern

An attack that fires the Hyper Sword and missiles simultaneously. Destroying the missiles turns them into pink bullets. It's okay to charge the Sword Gauge, but it's safer not to get too close.

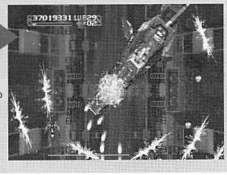
During the crossed laser attack, position your ship here. There is no collision detection immediately after the laser is fired, so you have plenty of time to dodge after seeing it.





It swims around the screen, firing eight white bullets from near its tail. If you position your ship near this area and move left and right to evade, it shouldn't be too difficult to avoid them all.

This pattern involves firing pink bullets, two types of lasers, missiles, and fire bullets in a chaotic manner. It's good to build up the Sword Gauge with the pink bullets and use it for emergency evasion.



STAGE BOSS 3 BECHEW

Following a shark, a turtle appears, making it two consecutive marine creature-type bosses. The point to note in the battle against this BECHEW is that, in addition to the core, which is its weak point inside the shell, it is equipped with numerous gun emplacements. Failing to destroy even one of these will affect the destruction rate of the entire stage. To aim for a high score, you absolutely must destroy all the gun emplacements before destroying the core.

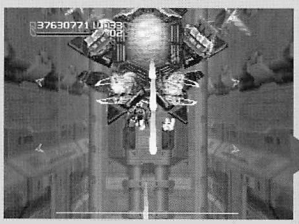
BECHEW Score Table Main

Part Location	Durabili	Destruction
Body	ty 4500	Rate:
Thunder Turret ×2,	360	5%, 1% ea
Missile Turret ×2,	360	ch, 1% eac
Pink Turret ×3	320	h, 1% each,
Spiral Bullet Turret x3	240	1% each

*The main body scores 10,000 points. Other turrets score 0 points.

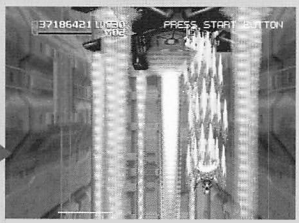
This boss executes attacks in three phases depending on the damage inflicted. It's best to fight with Weapons B+C during phases 1-2, and Weapon A during phase 3. During phases 1-2, approach the main body of the boss and try to fit the core and all turrets within the attack range of B+C. If you do so, you will not destroy the turrets before the core due to their respective durability.

BECHEW Attack Pattern



When attacking with lasers and missiles, use Weapon B+C to destroy the turrets while also attacking the core. There is no hit detection on the boss's head, so it's good to stay above it.

During this second phase, move your ship close to the core to deal with the lasers fired, rotating to match the boss's movements. Don't forget to charge the sword gauge with pink bullets. 3



Attack with Weapon A from a position slightly to the left or right of the main body's front. It's safer to use the Hyper Sword during the spiral laser attack.

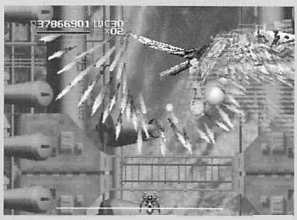
STAGE 4 BOSS OHTRIGEN

After OHTRIGEN appears, evade the laser attack from the flapping of both wings by staying at the bottom center of the screen. If only one wing flaps, move slightly in the opposite direction of the flapping wing. It will occasionally ram into your ship, but there's a visible warning sign, so move your ship to the left or right to escape. Evade the continuous laser attack while the boss changes the angle of both wings by moving up and down in front of the boss.

Part Location	Durabili	Destruction
Body	ty 7200	Rate 20%

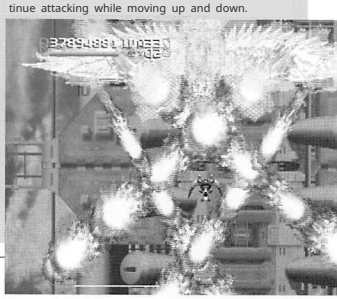
*The main body is worth 10,000 points.

If the boss turns red, immediately move your ship to either side, attacking with the tips of your wings. This is because it fires giant firebird bullets at regular intervals, making the front of the boss dangerous. However, if it starts using a continuous, thick flame laser attack, move to the front of the boss. Then, use up-and-down movements to position your ship in the gaps between the flame lasers. When it starts using large pink bullets and firebird bullet attacks, move back to the tips of the wings to attack.

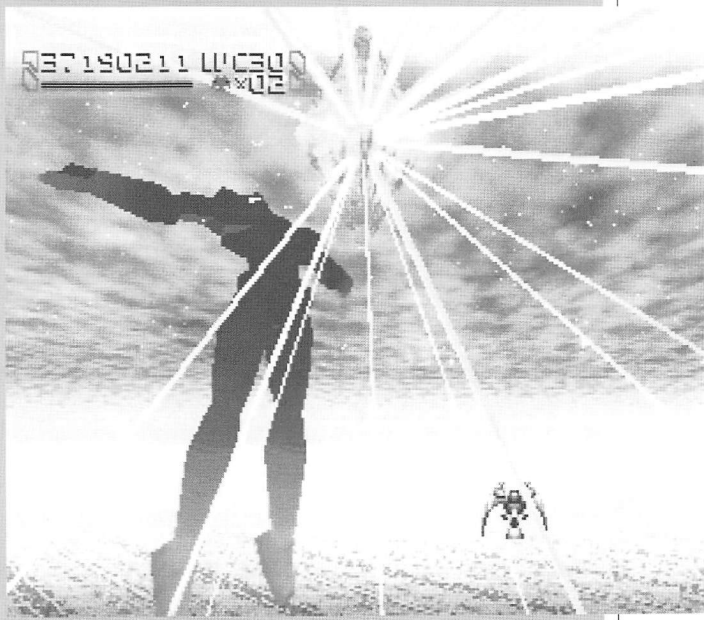


In this case, the boss is swinging its left wing, so evade the laser by moving your ship slightly to the right. In the case of both wings, you won't get hit if you are directly below the center.

The hitbox of the extremely thick fireballs is smaller than it appears, and there's always a gap in front of the boss. You'll want to enter this gap and continue attacking while moving up and down.



STAGE LAST BOSS XIGA



This is essentially the final boss, XIGA. However, this boss's attack method can be divided into four phases, and even within each phase, the attacks subtly change over time.

In the first phase, whether or not there's a targeting reticle that appears after a certain time, basically attack with Weapon B+C. For the targeting reticle, keep dodging by moving your ship in small increments. The sunflower bullets released in large quantities in the initial pattern of the second phase only have a collision detection at their center dot. In the later pattern, watch your ship on the screen and move to the opposite side of the boss to evade. In the third phase, when pink bullets are fired, charge the Sword Gauge; when flame-shaped bullets are attacking, concentrate on dodging and use Hyper Sword in emergencies. In the final fourth phase, position your ship as much as possible in the lower center of the screen, dodge the crystals with small left-right movements, and attack with Weapon A.

XIGA Score Table

Part Location	Durability	Destruction
Arcade Mode Main Game		Rate 100%
Stage 1	800	
Stage	3800	
2 Stage	2100	
3 Stage	2700	
4 Saturn Mode Main Game		50%
Stage 1	1100	
Two stages, t	4200	
hree stages, f	3000	
our stages	3300	

DESTRUCTION BONUS 1998530

*Note: The DESTRUCTION BONUS in the arcade version of XIGEA is 500,000 points.

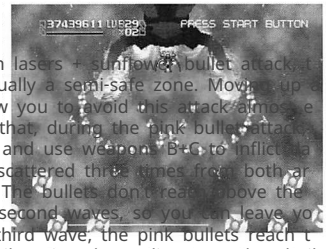
Phase 1

Immediately after the boss appears, it simply dashes across the screen, so attack with Weapon B+C during this time. However, be careful of collisions, as the boss itself has a hitbox. When the aiming and sunflower bullet attacks begin, guide the aiming by moving your ship vertically. If you move your ship normally here, the screen will be filled with explosions, inevitably cornering you, so move in small increments. Only move significantly if you are about to be hit by a sunflower bullet. After the boss's durability reaches 0 or a certain amount of time passes, it will launch a heel drop attack as a final move, but this will never hit you if you are in the upper left or right corner of the screen.

When the boss's targeting reticle appears, guide your ship like this while dodging the sunflower bullets. To prevent body slams from the boss, avoid getting too close to its main body.

As you can see in the picture, if you are in this position, the heel drop will not hit you. As soon as you see the tell, move to this position immediately.

hase 2 [redacted]

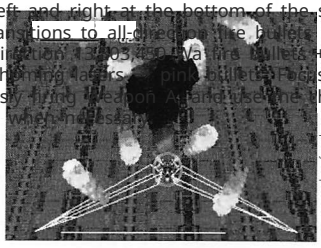


During the pink bullet attack, press and hold the Attack button to charge the Sword Gauge.

For the initial pattern of arm lasers + sunflower bullet attack, t he center of the screen is actually a semi-safe zone. Move up a nd down in this area will allow you to avoid this attack almost e ntirely. Immediately following that, during the pink bullet attac stick close to the boss's head and use weapon B to inflict da mage. These pink bullets are scattered three times from both ar ms in a semi-circular pattern. The bullets don't reach above the arm tips during the first and second waves, so you can leave yo ur ship as is, but during the third wave, the pink bullets reach t he top, so lower your ship while using the Radiant Sword to buil d up the sword gauge. Then, for the second wave of arm lasers and sunflower bullets, move quickly from left to right, left to righ t in the center of the screen (adjustment is necessary) to find an escape route. However, keep the Hyper Sword ready for emerge ncies. Here, use the Hyper Sword when the angle of the arm las ers narrows, escape to the outside of the lasers, and try to avoid the sunflower bullets at the left and right edges of the screen, which will make it somewhat easier to dodge.

Phase 3 [redacted]

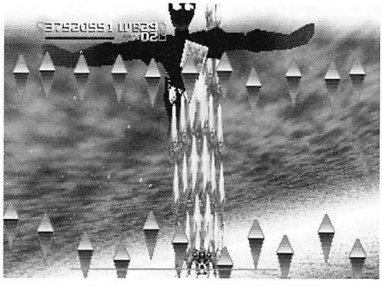
In Phase 3, the boss rotates in the center of the screen while executing various attacks. Initially, it's pink bullets → spiraling fir e bullets → fire bullets + pink bullets → laser → laser + pink bu llets. Here, charge the Sword Gauge during the pink bullet attac ks and use it when the fire bullets or laser appear. Evade the fir e bullets by moving up and down in front of the boss, and eva de the laser by moving left and right at the bottom of the scre en. After this attack, it transitions to all-directional fire bullets, so spiraling fire bullets → all-directional fire bullets + spiraling fire bullets + semi-homing lasers + pink bullets. Focus on dodging while continuously firing Weapon A and use the charged Hyper Sword to evade when necessary.



Use the Hyper Sword frequently. Once it's full, use it as quickly as possible.

Phase 4 [redacted]

The blue crystal bullets that f all in sync with the boss's heart beat can be avoided by moving left and right while firing Wea pon A directly below the boss. This also applies to the lasers fi red at regular intervals. Note th at the intervals at which these crystals fall become shorter ove r time, so you'll want to defeat it as quickly as possible.



Imagine a vertical scrolling racing game. These falling blue crystals will halve in interval a s time passes, and the speed of the falling crystals will also increase. Defeat it as soon a s possible before that happens. Visualize a path betwee n the crystal bullets and slip through. Keep your movements as small as possible when dod ging, and be careful not to let Weapon A stray from its weak point.

Don't take too long to defeat XIGA. This boss's attacks become mor e severe as time passes in each ph ase. This can be resolved by defeat ing the boss quickly, but to do so, you need to create a reliable boss attack pattern. Dodge the boss's att acks with minimal movement and c ontinue to attack accurately. This re petition is the only way to defeat t he boss quickly.

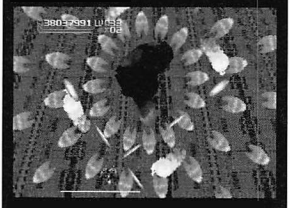
Phase 1

When cross-explosive bullets are fired, you nee d to move significantly to avoid being cornere d. The movement path can be the same as wit h blast bullets, but be careful of sunflower bu llets due to the larger movements.

Phase 2

During this somersault kick, the boss mov es and attacks clockwise. Here, enter XIGA 's feet and move according to XIGA's move ments in the order of top left → top right → bottom right of the screen.

Phase 3



When omnidirectional fireballs + spiral fireballs + l asers overlap, it becomes almost impossible to us e the Butane formation. Watch the movement of e ach other's bullets and evade with small, precise movements. After that, rely on the Hyper Sword.

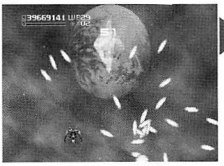
STAGE 1 LINK

100000B.C. 7.13 18:06
descent point: somewhere in time

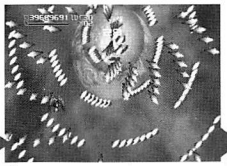
Stage Overview

In the final battle against the "stone-like object," your ship cannot use any weapons, including Radiant Sword. You must spend one minute avoiding the "object's" attacks. If you survive this minute, the ending awaits you.

Here, it attacks in three stages, with the remaining time between 60-41 seconds, 40-16 seconds, and 15-0 seconds. The first attack utilizes the fact that the "objects" have no hit detection, using the entire screen for evasion. Next, red and blue bullets are fired, so evade near the left side of the screen. And finally, for the blue bullet attack, evade at the lower left and right of the screen.

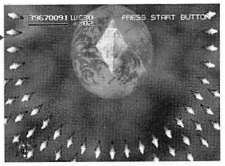


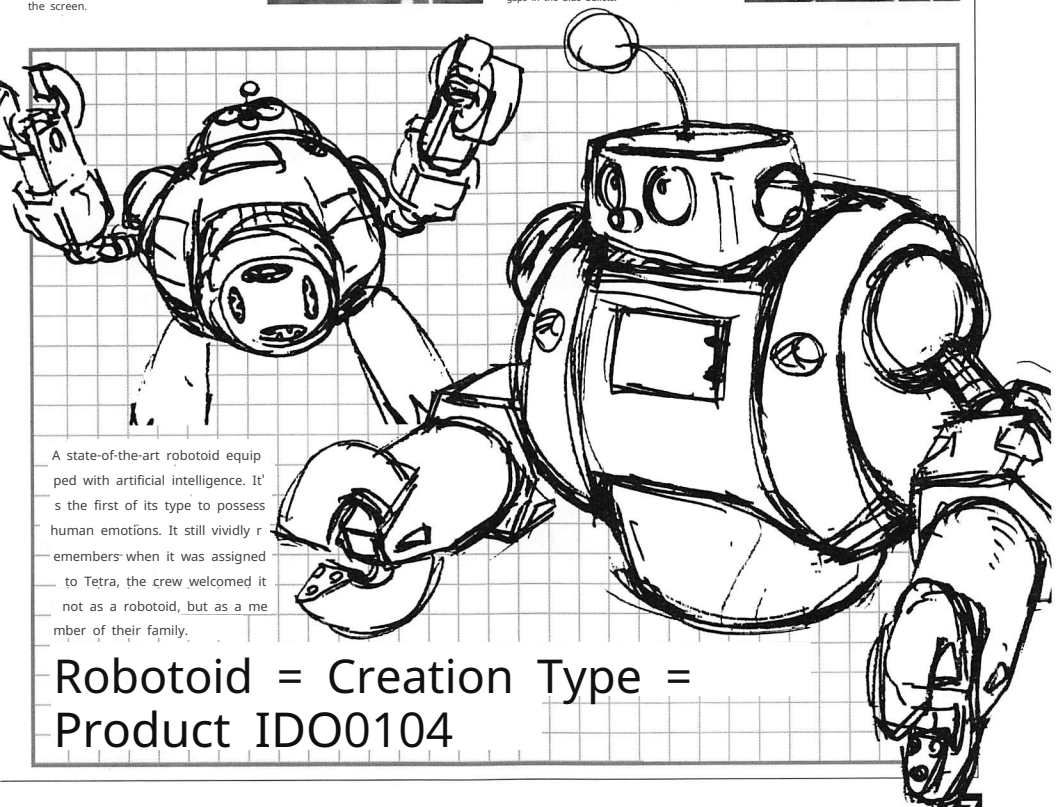
The initial yellow beam attack moves slowly, drawing a large circle on the upper part of the screen, so you can easily get through it. You probably won't be lasered.



When faced with a mixed attack of blue 5-way bullets and red 7-way bullets, try to dodge the blue and red bullets separately around this area of the screen. You can also slip through the gaps in the blue bullets.

When blue bullets are fired in a staggered pattern, evade them in the lower left or right corner of the screen to widen the gaps between the bullets as much as possible. Dodging directly below is a bit difficult.

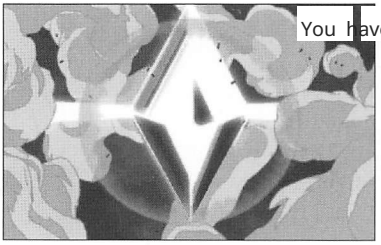




A state-of-the-art robotoid equipped with artificial intelligence. It's the first of its type to possess human emotions. It still vividly remembers when it was assigned to Tetra, the crew welcomed it not as a robotoid, but as a member of their family.

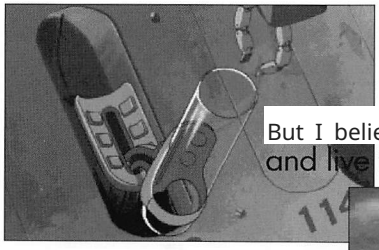
Robotoid = Creation Type = Product IDO0104

I gave you lives so that you could make good progress, but you couldn't understand...



You have to do it all over again. Why can't you understand?

Feel visible matter... Feel invisible matter.
Life exists everywhere.



But I believe in the day when you understand yourself and live together would come.

That object, like an annoying stone, either protects this Earth or is this Earth itself, guiding everything.

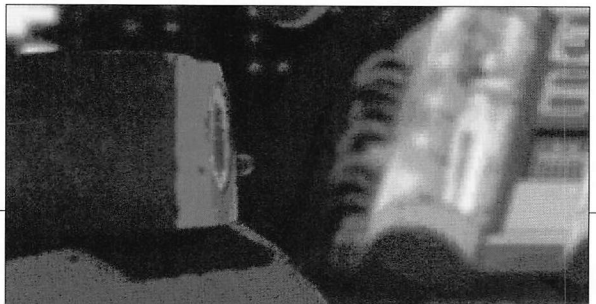
Over a long period of time... humanity will... develop... again... and so meday humanity .....

will realize this...
ONAJI AYAMACHI WO .....KURIKAES
SANAI YOUNI INORI HI TAI.....

ENDING

Suddenly, a mysterious stone begins to emit a dazzling light. The flash engulfs Buster and Leana, instantly reversing their course. Soon, the two are revived as clones by the Creator. Over a long period, the story loops back to the beginning.

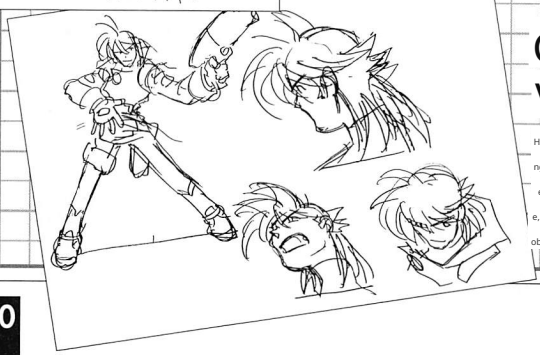
Now that it's done.....
I've begun to see
the reason why we are here.



Now that we've accomplished everything...
I can finally see,
why we are here.

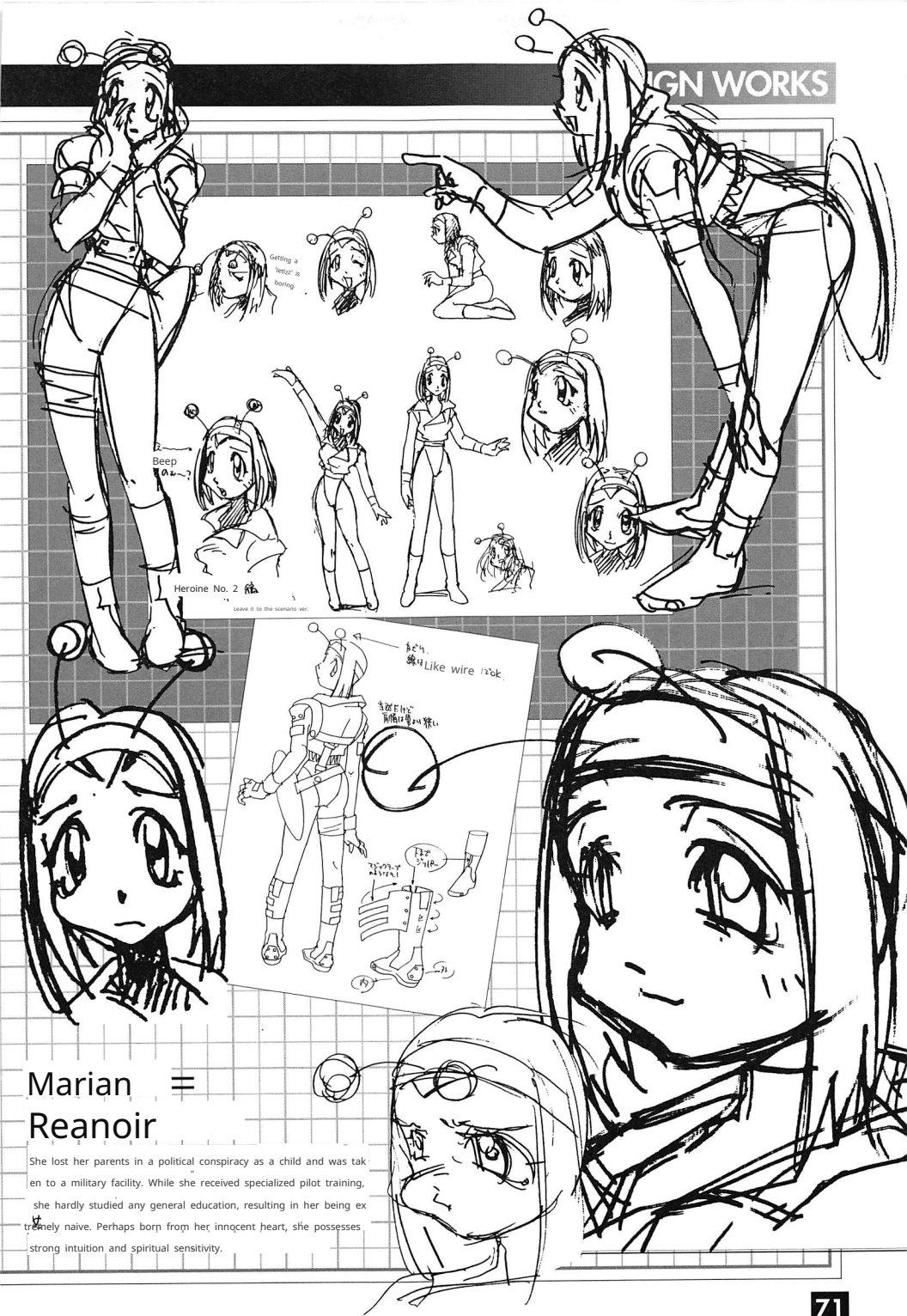
Various Setting Materials

The characters that color the creation myth. It was in a corner of the city that they were brought to life by a single pen. This produc tion process is dedicated to you, who knows the whole story.



Gambino = Vastaravitch

He rebelled against his politician father, who was corrupt with money, and lived by moving from job to job since childhood. After that, he graduated from military academy with excellent grades, and now he is where he is. Perhaps because of his rich life experience, he is good at getting along in the world and is flawless in times of emergency. His hobbies are shooting and, surprisingly, auto racing.

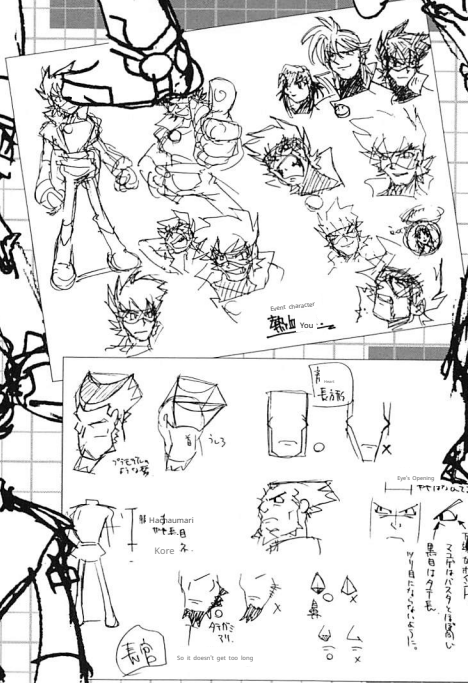


Marian = Reanoir

She lost her parents in a political conspiracy as a child and was taken to a military facility. While she received specialized pilot training, she hardly studied any general education, resulting in her being extremely naive. Perhaps born from her innocent heart, she possesses strong intuition and spiritual sensitivity.

Igarashi = Gai

He is Takeshi Igarashi, the son of Go Igarashi, Commander-in-Chief of the Ea rth Federation Forces. He feels inferior due to his father's influence and is very quick to anger. As a result, he is considered unsuitable for group activities a nd was assigned to be a test pilot.

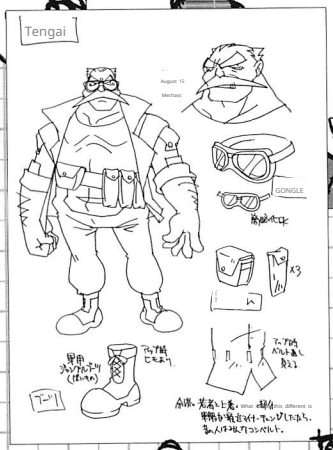


Igarashi = Go

Appointed as the youngest Director-General of the Federal Army in history. Since then, his diligent attitude and appropriate judgment have in creased his credibility both internally and externally, and he has accomplished many difficult missions.

SON-TENGAI

A veteran who once overcame life-and-death situations with Igarashi=Takeshi. He protected Igarashi from a certain conspiracy, resulting in a lower position than his ability and achievements would warrant, but he doesn't mind. He is generally taciturn and a craftsman at heart. He is strict with the crew, but they have great trust in him.



Robonoid = Creation Type = | Product ID 00104

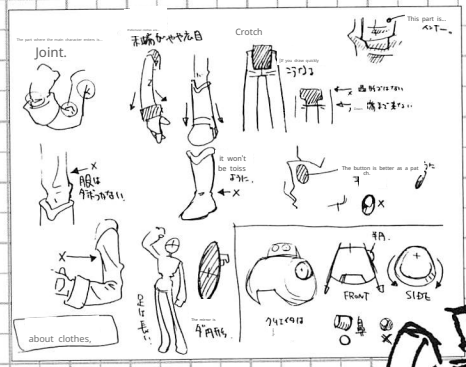
Commonly known as Creater. Programs the fluctuations of human thought. It successfully gained emotions by incorporating RAM. Equipped with the latest artificial intelligence, it is in charge of mechanical maintenance and operation, document organization, and data management. Its hobbies are cleaning and Shogi (VS Tengai).

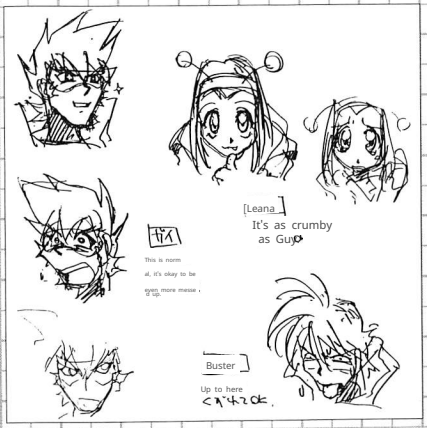
Allen & Viktor

Researchers from the Earth Federation Forces Research Department, Section 3. The younger one is Allen, who is skilled but lacks experience, mainly supporting Viktor. The long-haired one is Viktor, who serves as the head of the laboratory. He is a calm and cautious typical scientist type.

Sharon & Lan

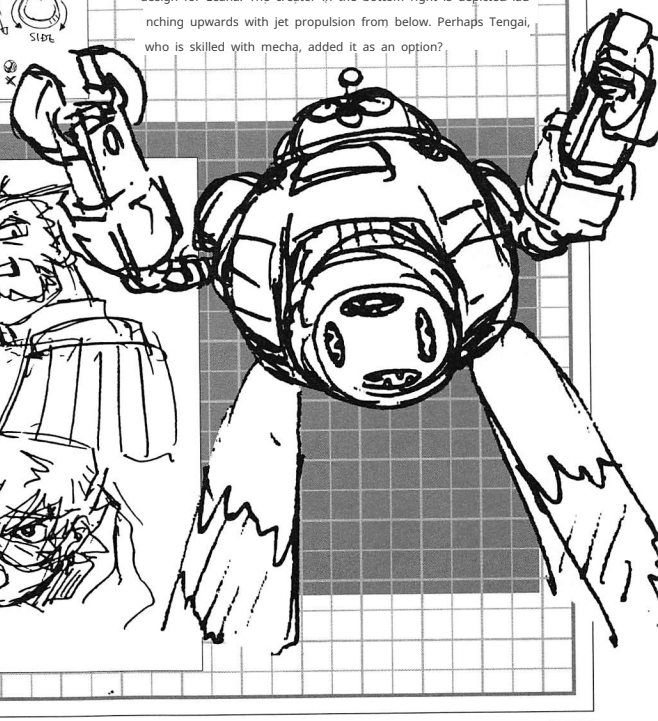
Two women working as operators in the Earth Federation Forces research department. The one wearing glasses is Ran, a charming and earnest newcomer. The one with her hair up is Sharon, a cool and reliable woman.

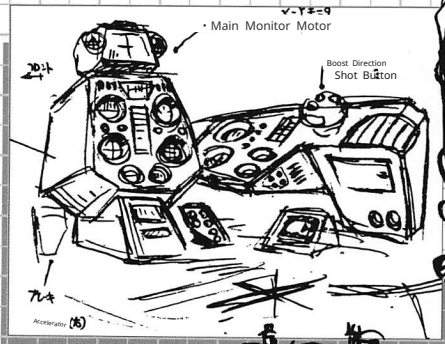


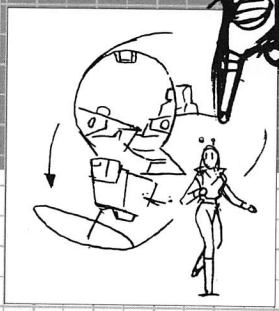


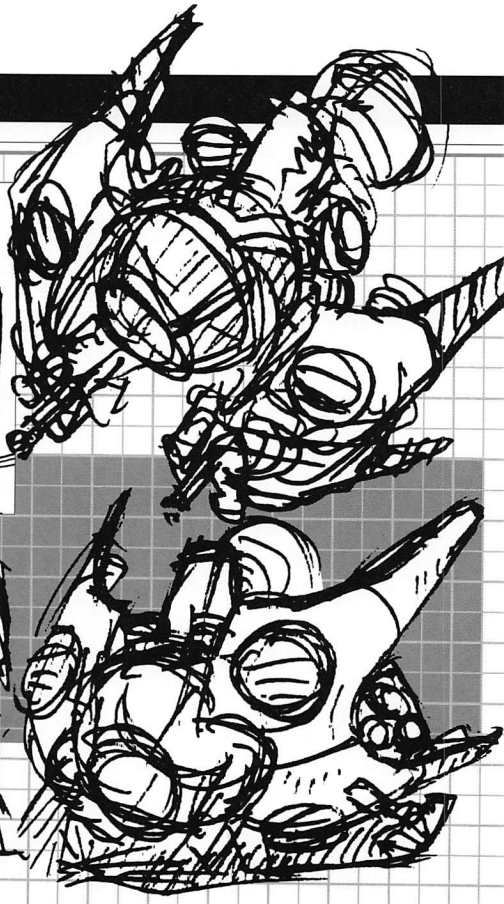
About Various Settings

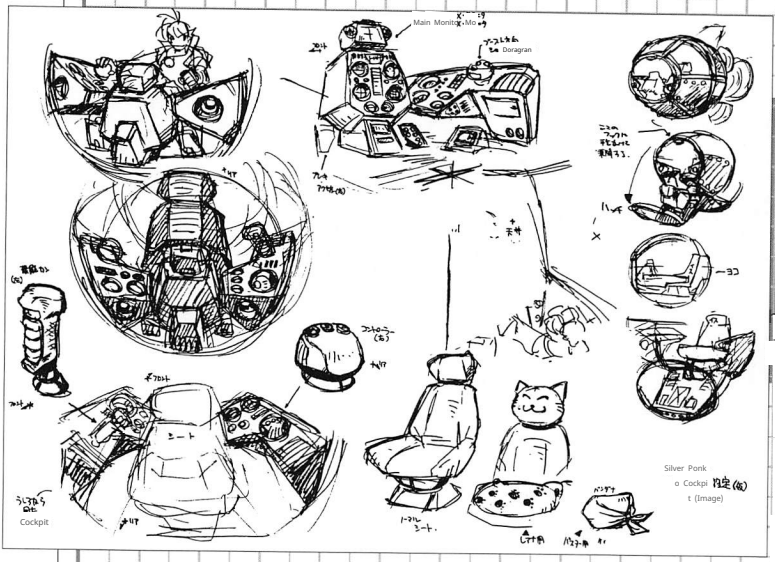
From the top left, settings for each character's expressions and outfits. The bottom left seems to be the initial artwork for the characters. I wonder if the woman drawn in the corner is an early design for Leana. The creator in the bottom right is depicted launching upwards with jet propulsion from below. Perhaps Tengai, who is skilled with mecha, added it as an option?



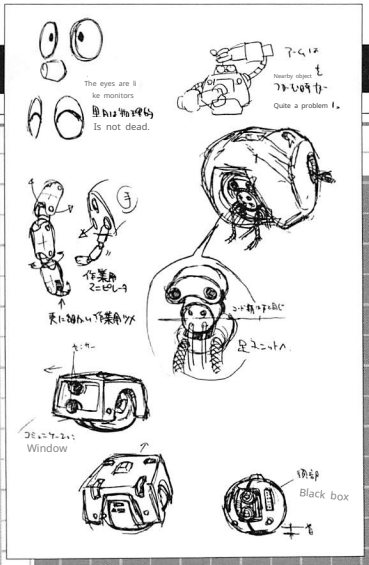


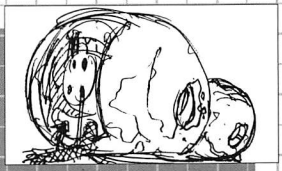






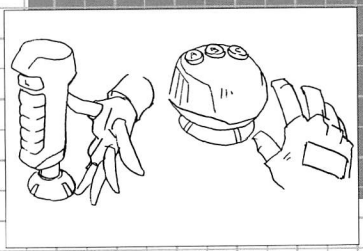
These line drawings detail the internal settings of the Silvergun, the Earth Federation Forces' state-of-the-art fighter, piloted by three individuals: Myship Buster, Leana, and Guy. You can clearly see the design of the pilot seat and cockpit. The central diagram also includes a comparison of its size to a human.

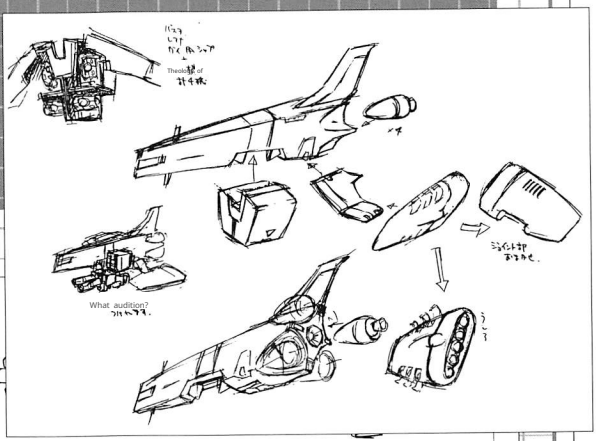


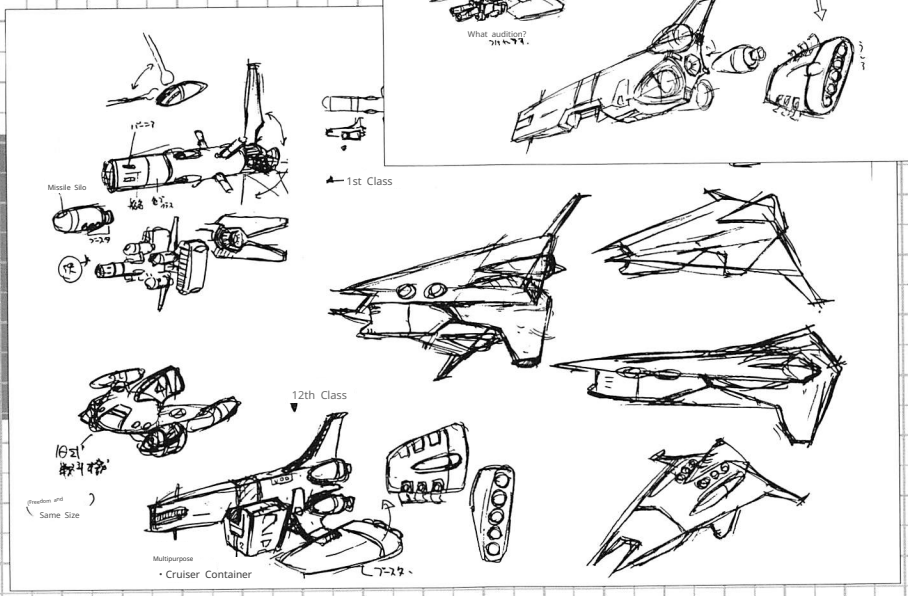


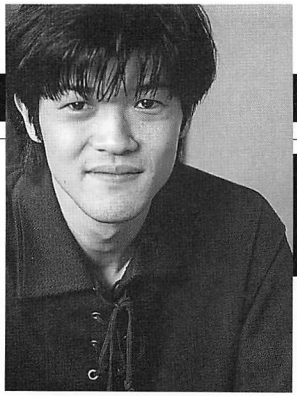
Other Mechanics

This page compiles settings other than the Silvergun, which corresponds to the player's own unit, such as the excavated remains of robotnoids and the appearance of the space cruiser TETRA. By the way, there are 3 CLASSES of cruisers: HYPER (Super Class), 1ST (Heavy Class), and 2ND (Light Class).









HIROSHIIUCHI [Hiroshi Iuchi]: Affiliated with the Development Department of Treasure Co., Ltd. Producer of "Radiant Silvergun." His representative work includes Treasure's glorious first title, "Gunstar Heroes."

We conducted a FAX interview with Mr. Iuchi, who produced this game! We asked him about everything from the motivation behind the production to behind-the-scenes stories from development, and even hints about his next work (!).

Q: Please tell us what sparked the planning of this game.

A: I simply wanted to create a shooting game. There's nothing more to it than that.

Q: What is the meaning behind the title "Radiant Silvergun"?

▲ If translated directly, it means “Shining Silver Gun.” Now that the work is complete, I can only answer, "There is no particular meaning." It was named after the silver guns held in both hands by a person (the player's ship) flying in the sky, which was one of the earliest concepts. I faced a lot of opposition from both inside and outside the team, who said, "It's hard to remember!!" However, my philosophy is that "the harder something is to remember, the harder it is to forget," so I pushed it through.

Q: Were there any other works that you referenced?

A: As a game, I referenced all past shooting games in general. If I had to name one that was reflected in the game itself, it would be "Image Fight." As for non-game references, there are too many to list, so I'll omit them.
ます。

Q: What were the difficulties in developing this game, and what part do you especially want people to see?

A: If you're talking about hardships, everything was a hardship. There's no easy part in making games. As for "What part do you especially want people to see?", I always answer "Nothing in particular" to this question in every interview.

Q: A distinctive game system has been adopted. Were there any special aims or intentions behind it?

A: The official answer is, 'There's no point in making something that's the same as everything else,' and 'I wanted to make a game that felt like a game.' But regarding this question, the message is embedded within the game itself. Please try to find it.

Q: What are your beliefs when it comes to making games? What is something you absolutely cannot compromise on?

Are there any principles you adhere to?

▲Not particularly. The production circumstances change each time... And I myself a m also changing in various ways. Even if I say right before the deadline, 'Extend it by a month! I can't compromise on this!!' I'd still lose to the company. If I had t o express a creed-like wish, it would be, 'I want to make what I like each time!!'

Q: What was the reason for commissioning "GONZO" to create the movies, and what are your impre ssions of the finished product?

A: The reason for commissioning them was 'because I asked them befor e.' Just kidding. As you can see from the finished product, GONZO's qu ality is truly reliable. This time, I was impressed by Mr. Maeda's storyb oards, and I felt that Mr. Mizushima's direction really 'understood wha t we were going for.' I would definitely like to work with them again.

Q: In one word, what is a shooting game?

A: Something drool-worthy (?).

Q: Are there any plans for a sequel?

A: "There's no way I could answer something like that!!" "What ab out you personally?" "Me? Me... I won't do it either. Let's make t he next one, the next one!"

Q: Are there any works you want to create or genres you want to challenge in the future?

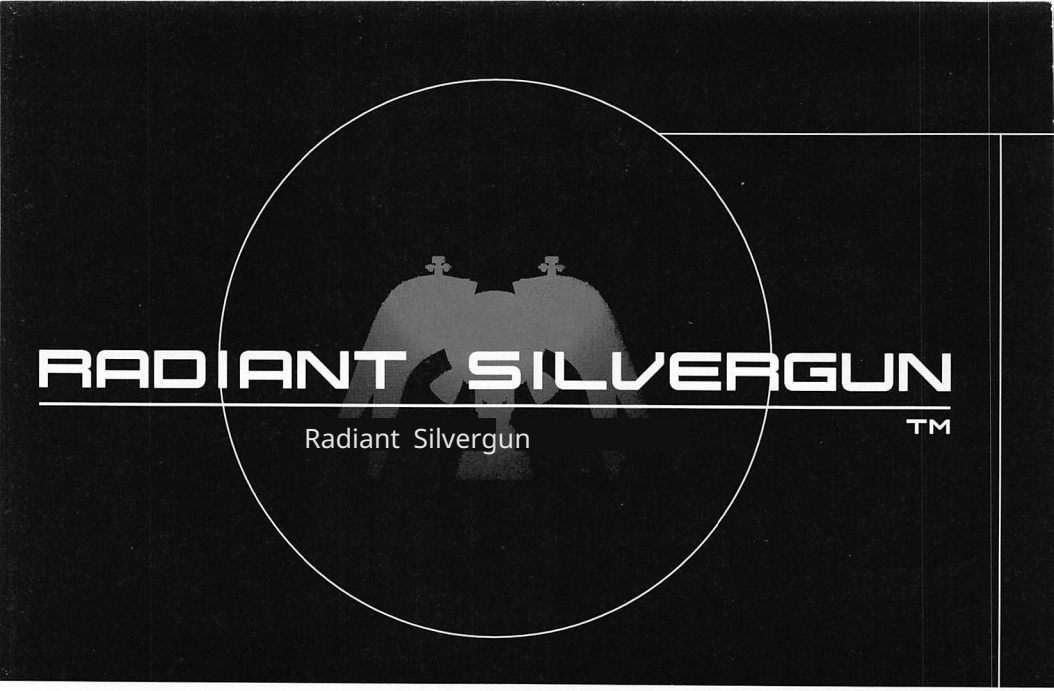
A: Shooting games are the best, aren't they? Makes my mouth water ju st thinking about it. As for genres, anything is OK except for erotic st uff! GO! GO!

Q: Finally, do you have a message for the fans of this game?

A: I hope that everyone who has played Radiant Silvergun will u nderstand the message we put into the game. Also, please cher ish your Mega Drives, Saturns, and all your game software. The elements that entertain people are not related to the hardware 's specifications.

Thank you very much.

※GONZO····· A group of creators who produced the demo movie for this game. Their main representative works include the anime parts of the "LUNAR" series, "Macross: Do You Remember Love?", and "Silhouette Mirage."



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